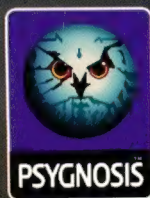


DRAGON

Order of the Flame

Includes
Multiplayer
Strategies

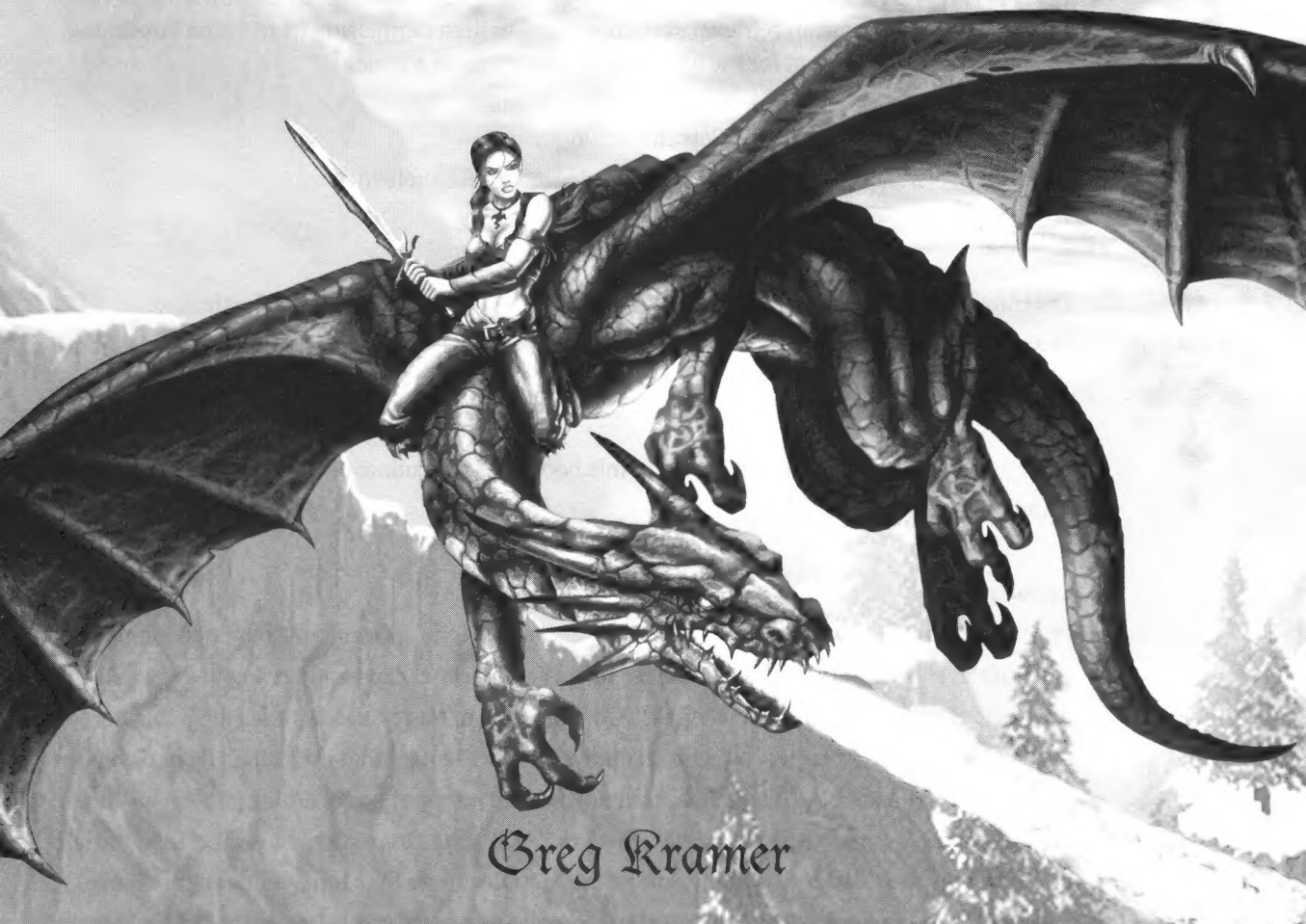


Greg Kramer

DRAKAN

Order of the Flame

Prima's Official Strategy Guide



Greg Kramer

Prima Publishing

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Prima's Official Strategy Guide



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To Deirdre, the Kramer-To-Be-Named-Later
(whom I pray believes in dragons) and to John R.
(I want to grow up to be just like you).



Thanks strewn wildly about to those I depend on. Thanks to Dee for picking up the slack and not laughing at my job, and friends and family for keeping me from being too focused. Thanks also to team Prima: Sara, Jon, and Mario for their endless patience and support and Scott for his invaluable aid, project after project. Thanks finally to the great minds at Psynosis and Surreal, especially Doug Sherman, Rick Naylor, Alan Patmore, and Steve Patterson.



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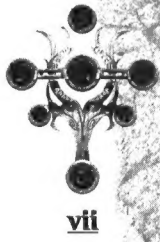
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Introduction



Dragons are among the most powerful symbols in human culture. From the Far East to the Andes Mountains, and almost everywhere in between, art and mythology feature these mighty and magical beasts.

Dragons are, I think, a symbol of the mystical made flesh, the raw power of magic. Perhaps this is why dragon mythology features dragons both as monsters and protectors. Like the incomprehensible forces they represent, dragons can both destroy and defend, terrify and inspire. Dragons have made men heroes both by dying at their hands and aiding them in victory.



Fig. 1-1. Arokh

Never in electronic gaming has the power of the dragon been so convincingly at our fingertips. But there's a force in *Drakan* equal to the power of the dragon: the power of our heroine, Rynn. A bold and crafty fighter, Rynn is fearless enough to strap herself to a dragon's back to rescue her brother and avenge her homeland.



Fig. 1-2. Rynn

This guide takes you through everything you need to know to successfully accompany Rynn and Arokh on their quest. Of course, few should need to follow every word in these pages (where's the fun in that?), but you should know where to find what you need when you need it. Here's a quick summary of what you'll find in the following chapters.

- ◆ Consult Chapters 1 and 2 for information on weapons, items, and enemies—you can read these chapters in advance as a primer, or refer to them for information on items and characters as they arise in the game.
- ◆ Read Chapter 3 completely before launching your first game; the skills taught there are essential to mastering both solo and online play in *Drakan*.
- ◆ Chapters 4 through 7 are complete walkthroughs of the game's four worlds. Each world's chapter is divided by level, and begins with an overview of what you'll see in that particular world. Consult this overview and the prefaces (including monster and weapon lists and goal outlines) to each level if you want to get an idea of what's in store without being told exactly what to do. For those who are stuck or want to focus on *Drakan's* narrative over the gameplay, the walkthroughs will take you through every step on the road to victory. All readers can look for highlighted sidebars containing tips and the locations of secrets.
- ◆ Chapter 8 takes you through the exciting world of multiplayer *Drakan*. Consult this chapter for game types, multiplayer weapons, and overviews of each of the multiplayer maps.



A Key Note

Drakan: Order of the Flame allows you to customize your keyboard controls. Whatever feels most comfortable to you is the recommended set up.

Since players will all have different set ups they like best, this guide refers to Action keys and Movement keys by their names rather than their key codes. For example, you'll see reference to the Dragon Action Key. Whether you choose to make [K], or [9], or even [SHIFT] the Dragon Action Key is up to you.

So, experiment with the control settings. Certain advice and suggestions are given in Chapter 3, but go with what works for you.

Part One





DRAKAN

Order of the Flame

Prima's Official Strategy Guide

The Basics of the Game

A black and white illustration of a mountainous landscape. In the foreground, a river flows through a valley filled with evergreen trees. In the background, jagged mountains rise against a cloudy sky. Several flying creatures, possibly dragons or large birds, are depicted in flight. One is in the upper left, another in the upper right, and a third in the center of the sky. The overall style is reminiscent of a classic fantasy book cover.

Chapter

1

The Arsenal

Introduction

Bare fists and foul language won't, alas, take you very far in the dark land of *Drakan*. To prevail, you'll need to master the enormous arsenal at your disposal, including an impressive slate of melee weapons (Swords, Maces, etc.), Bows, Arrows, magic crystals, armor, and potions.

Of course, we can't forget your most powerful weapon: Arokh the dragon. Consult this chapter for information on the various dragon breaths available to your trusty mount; you'll find there's more to dragons than just spitting fire.

All weapons in *Drakan* (with a few important exceptions) have a limited lifespan; the Durability rating indicates how much use a weapon can withstand. Use up a weapon and it breaks, falling uselessly out of your control. Remember that hitting many things—including living enemies, boxes, and barrels—takes a weapon one step closer to its destruction. Hitting walls or dead enemies, however, has no effect. Be careful, especially early in the game, to preserve the life span of your weapons until you accumulate an adequate armory.

Melee Weapons

Short Sword



- ◆ Armor Piercing: No
- ◆ Damage: 5
- ◆ Durability: 100
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Secondary Attack: Block

Okay, so it's only slightly better than a toothpick, but it does the job in a pinch.

Mace

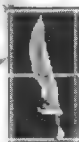


- ◆ Armor Piercing: No
- ◆ Damage: 10
- ◆ Durability: 100
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

When a good no-frills cudgel fits your need, the basic Mace works quite nicely. Early in the game, its longer range and higher damage work quite nicely against the Orc legions. Especially useful on Scavengers, against which range weaponry is the key to survival.



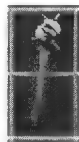
Scimitar



- ◆ Armor Piercing: No
- ◆ Damage: 10
- ◆ Durability: 100
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Secondary Attack: Block

This weapon looks special but is actually a glorified Short Sword. Early in the game, the extra five damage points do make a difference but don't get carried away. This is not a weapon to be sneezed at, but you'll only see it in the formative stages.

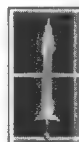
Death Mace



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Fast
- ◆ Range: Medium
- ◆ Secondary Attack: Block

Now we're talking! It's got good looks with a striking skull on the top and spikes and things. Better in every way than the basic Mace, the Death Mace is powerful and quick, if not as lengthy as you'd like. Fittingly, it's a rare bird—grab it when you see it.

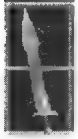
Long Sword



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

The Long Sword is a true workhorse weapon for most of the game. Very easy to find (it's even occasionally dropped by Orcs), the Long Sword should always occupy a space in your pack. It possesses range enough for even pesky Scavengers and lightly armored Wartocks, but doesn't carry the sluggish disadvantage of larger two-handed Swords. Carry more than one until the more magical variation becomes a common discovery.

Mithril Long Sword



- ◆ Armor Piercing: Yes
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

This enchanted version of the basic Long Sword possesses the ability to pierce all armor types, inflicting the weapon's full damage. Use it against armored Wartocks and Knights. Don't waste it, however, on Orcs or other non-armored foes.

Speed Scimitar



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Secondary Attack: Block

Similar to the Magic Scimitar, but not as effective. Although it's a third more durable, its inability to pierce armor makes it less useful. Still, its blinding quickness proves remarkably effective in most battles. Speed Scimitars should become your basic short weapon once you start finding them.

Dark Scimitar

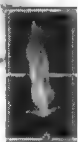


- ◆ Armor Piercing: Yes
- ◆ Damage: 20
- ◆ Durability: 30
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Secondary Attack: Block

Except some one-of-a-kind weapons, the Dark Scimitar is the fastest two-handed weapon you'll find. Won only by slaying an Ebon Knight, these fearsome blades are long enough to keep any foe at bay, but quick enough to get the jump on them when you're in close. Collect and use liberally, especially against the well-armored foes you'll encounter late in your adventure.



Flame Sword



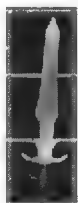
- ◆ Armor Piercing: Yes
- ◆ Damage: 20
- ◆ Durability: 30
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

The Flame Sword is a variation on the basic Long Sword with a few fiery features. Like its magical cousin, the Mithril Long Sword, this weapon pierces armor, but it also sets fire to its victim. This slow burn inflicts damage for as long as the fire smolders. Also, some Flame Swords come with five Fire Spells. A Fire Spell creates a burning ring of fire beginning where you stand and stretching outward, scorching everything in its path.



8

Great Sword



- ◆ Armor Piercing: No
- ◆ Damage: 20
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Secondary Attack: Block

The baseline two-handed weapon, the Great Sword cuts through any foe unwise enough to get too close. Unfortunately, the weight and length of the Great Sword make swinging it (even for a warrior like Rynn) a slow process. The slow attack speed leaves you vulnerable to counterattack if your initial strike misses its mark. Use against any but the quickest enemies (Knights, for example) but be ready to retreat automatically after each strike and try to stab rather than slash.

Mithril Mace



- ◆ Armor Piercing: Yes
- ◆ Damage: 20
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

The top-of-the-line in Mace technology, the Mithril Mace offers excellent damage, good range and speed, and magical armor piercing abilities. You won't find many of them, but you should feel free to use them as you would any high-end Long Sword (whose stats it most closely resembles).

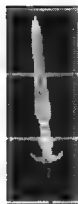
Battle Axe



- ◆ Armor Piercing: No
- ◆ Damage: 25
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Medium
- ◆ Secondary Attack: Block

Early in the game, these axes are your most powerful weapons but, like the two-handed Swords, they suffer from dangerously slow attack speeds. Make a habit of retreating after each attack and stab whenever possible—it's quicker.

Mithril Great Sword



- ◆ Armor Piercing: Yes
- ◆ Damage: 25
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Secondary Attack: Block

The Mithril Great Sword is identical to the one-of-a-kind Giant Slayer, but with triple the durability. Long and quick, this moderately common blade should always have a reserved seat in your pack.



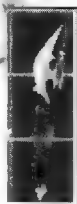
Battle Hammer



- ◆ Armor Piercing: No
- ◆ Damage: 30
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Secondary Attack: Block

Crushingly powerful, but very, very slow, the Battle Hammer is a devastating weapon. Unlike other weapons of its power, the Battle Hammer is found very early, but its laborious swing makes it a fallback weapon. Especially against the small and quick enemies you face in the initial levels.

Lightning Axe

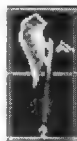


- ◆ Armor Piercing: No
- ◆ Damage: 30
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Secondary Attack: Five Lightning Spells/Block

The Lightning Axe is a choice weapon despite its lack of speed. High damage and long range are great, but the Lightning secondary attack tips the scales in its favor. This magical attack electrifies any enemy it touches and can even jump from foe to foe. Use judiciously; there are only five per axe. The Lightning Spell is particularly valuable against the hard-to-pin-down Death Mages.



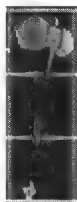
Mithril Axe



- ◆ Armor Piercing: Yes
- ◆ Damage: 30
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Medium
- ◆ Secondary Attack: Block

This magical version of the Battle Axe has everything except speed. It sends 30 points of damage through any armor, but carries the usual disadvantages because of its arduous swing. Strafe or retreat while using this axe, and stab whenever possible.

Mithril Hammer



- ◆ Armor Piercing: No
- ◆ Damage: 35
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Secondary Attack: Block

Like the basic hammer, this magical hammer has great range but is very slow to swing. Its damage potential, however, earns it some points—only the Rune Blade does more damage. Use for probing attacks or strafing, and jab whenever possible.

Bows and Arrows

Long Bow



- ◆ Durability: 75
- ◆ Firing Rate: Normal
- ◆ Arrow Types: All except Energy

The basic Bow, it's all you really need to launch devastating long distance attacks. Load up any Arrows and fire away.

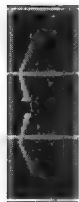
Heavy Bow



- ◆ Durability: 150
- ◆ Firing Rate: Normal
- ◆ Arrow Types: All except Energy

Identical to the Long Bow except twice the lifespan.

Speed Bow

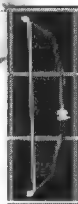


- ◆ Durability: 75
- ◆ Firing Rate: High
- ◆ Arrow Types: All except Energy

This weapon is similar to the Long Bow, but Rynn can reload and fire at nearly twice the rate.



Energy Bow



- ◆ Durability: 50
- ◆ Firing Rate: Normal
- ◆ Arrow Types: Energy only

The Energy Bow comes with its own specialized Arrows. Unlike the three other Bows, the Energy Bow lasts as long as its accompanying quiver of Arrows—usually around 50 of them.

Standard Arrow



- ◆ Damage: 10
- ◆ Special Attribute: None

Two-pronged Arrows do minimal damage when they strike their target. Still, any Arrow is a good Arrow.

12

Poison Gas Arrow



- ◆ Damage: 10 + 1 HP per second of Poison exposure
- ◆ Special Attribute: Residual Poison damage

Poison Gas Arrows carry a Poison Gas sack that explodes on impact. In addition to its basic damage (the same as the Standard variety), the Poison Gas persists for a time. This gas exerts one point of damage for each second the victim is in the Poison cloud.

Flaming Arrow



- ◆ Damage: 10 + 1 HP per second of Flame exposure
- ◆ Special Attribute: Residual Flame damage

Flaming Arrows are initially as damaging as Standard Arrows. After impact, however, they also set fire to anyone or anything they strike. A monster hit directly with a Flaming Arrow continues to incur damage until the flames die. Also, a bit of the landscape set on fire by an Arrow damages any enemy who walks near it.

Freeze Arrow



- ◆ Damage: 15
- ◆ Special Attribute: Freezing

Freeze Arrows do more damage when they strike, plus they freeze a victim as they die.

Magic Arrow



- ◆ Damage: 15
- ◆ Special Attribute: None

Magic Arrows do a third more damage than the Standard Arrow, but can't be reused.

Explosive Arrow



- ◆ Damage: 25
- ◆ Special Attribute: Splash damage

These explosively charged Arrows pack a wallop with a direct hit. Unlike other Arrows, however, Explosive Arrows inflict damage on anyone standing near the point of impact—with full damage at target point, decreasing as distance from the target point increases. Can't be reused.

Energy Arrow

- ◆ Damage: 25
- ◆ Special Attribute: Homing

Not only do these Arrows pack all the force of Explosive Arrows, but they also possess moderate homing abilities. For example, if you fire at a flying enemy and it moves before the Arrow arrives, the Arrow tries to track down its original target, doubling back if necessary to find its mark.

Crystals

Fire



- ◆ Damage: 10 HP per second of direct contact
- ◆ Residual Effect: Fire



Fire Crystals contain a magical spell that causes a devastating ring of fire to emanate from the caster. And it burns, burns, burns—anyone standing nearby is savagely scorched and continues to suffer damage until the flames die.

Ice



- ◆ Damage: Five HP per second of direct contact
- ◆ Residual Effect: Freeze

This crystal's magical spell generates a protective dome of freezing power around the caster. Anyone who ventures into this sphere suffers damage for each second they remain in contact with the spell's effects. The victim will freeze upon death.

Lightning



- ◆ Damage: Up to 100
- ◆ Residual Effect: None

Harness the power of the storm cloud with the use of this magical crystal. Evoking its magical ability lets you send electricity out of the crystal at any enemies within range; it can even chain from enemy to enemy. You must hold down the Primary Attack button while the crystal musters power, then release to fire.

14

Armor

Leather



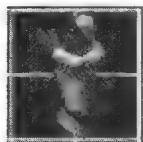
- ◆ Rating: 0
- ◆ Durability: Indestructible

The Leather Armor is the basic armor Rynn begins with. She wears it under any other armors you find and it can't be removed (not even with a secret code) or destroyed but doesn't provide much protection from attack.

Note

The enemy's armor may be the same type (Banded, Chain, etc.) but it will have a different look, Rating, and Durability.

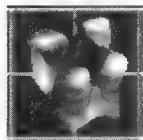
Chain Mail



- ◆ Rating: 20
- ◆ Durability: 100

You'll find plenty of Chain Mail, an excellent moderate armor, in the early parts of *Drakan*. Its armor rating isn't fantastic, but it is serviceable. Use armor-piercing weaponry against enemies wearing Chain Mail.

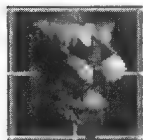
Banded Armor



- ◆ Rating: 25
- ◆ Durability: 60

More effective than Chain Mail but lacking in durability, Banded Armor is a good stopgap. It should be surrendered, however, if you find something more effective. Enemies in Banded Armor go down much faster if you use an armor-piercing weapon.

Scale Mail

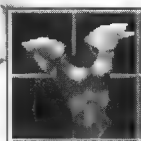


- ◆ Rating: 30
- ◆ Durability: 100

Scale Mail is a more serious armor for more serious foes. Its higher armor rating does the job during the middle of the game. If you see an enemy sporting Scale Mail, be sure to use an armor-piercing weapon.



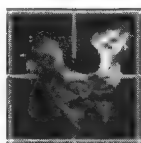
Plate Mail



- ◆ Rating: 60
- ◆ Durability: 100

The best commonly found armor, Plate Mail virtually eliminates damage from all but armor-piercing weapons and projectile attacks. Enemies wearing this heavy but effective armor require very focused attacks with your best magical weapon or Arrows.

Dragon Armor



- ◆ Rating: 75
- ◆ Durability: 100

This one-of-a-kind suit of armor is all but required if you hope to survive the heart of the Volcano and the final showdown in the Rift. Luckily for you, no enemy you face will have armor this potent.



16

Magic Items

Health Elixir



These red potions restore one-fourth of your life force. Pressing the Health button automatically consumes one potion and boosts your health.

Potion of Life



Blue potions restore Rynn to full health with one gulp. Don't waste them—use them only when you need them. If you're out of Life Elixirs, pressing the Health button consumes a Potion of Life instead.

Invisibility Potion



This yellow potion renders Rynn invisible to enemies for 30 to 90 seconds. Note that this potion can only be consumed while on foot or with a bound key, and subsequently mounting Arokh doesn't render him invisible.

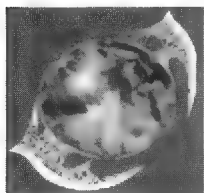
Invulnerability Potion



A green potion coats Rynn in a metallic skin and makes her impervious to attack for 30 to 90 seconds. This potion can be consumed only while on foot or with a bound key, and subsequently mounting Arokh doesn't render him invulnerable. While riding him, you can both be killed even if the power of the potion is still in effect.

Dragon Breath

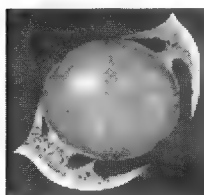
Fire



- ◆ Attack Damage (Primary/Secondary): 15/1 per second
- ◆ Rate of Fire (Primary/Secondary): 0.3/Continuous
- ◆ Energy Expended (Primary/Secondary): 5/25
- ◆ Residual Effect (Primary/Secondary): Fire/Fire
- ◆ Special Feature (Primary/Secondary): None/Continuous Attack

Fire Breath is Arokh's basic breath ability. The primary attack consists of rapid-firing balls of flame that damage their target and carry residual flame damage. Fireballs consume very little breath power and allow for quick repetition—use it to lay down a string of fireballs before enemy dragons. The secondary attack is a jet of flame that quickly eats up breath power; use this against hard-to-target enemies.

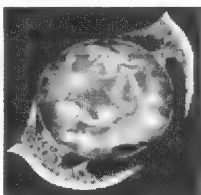
Poison



- ◆ Attack Damage (Primary/Secondary): 5/5
- ◆ Rate of Fire (Primary/Secondary): 0.75/1
- ◆ Energy Expended (Primary/Secondary): 15/35
- ◆ Residual Effect (Primary/Secondary): Poison/Poison
- ◆ Special Feature (Primary/Secondary): None/Bouncing

The Poison Rune found in the Wartock Canyons grants Arokh the ability to fire Poison Breath. The Poison balls launch more slowly than fireballs but leave behind a cloud of Poison Gas at the point of impact. This gas continues to damage anyone in its vicinity. Secondary fire launches a powerful Poison ball that ricochets, leaving a poisonous cloud wherever it strikes.

Ice



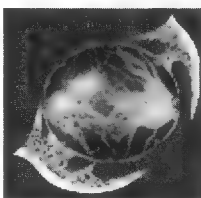
- ◆ Attack Damage (Primary/Secondary): 30/15, 10, 10
- ◆ Rate of Fire (Primary/Secondary): 1/0.6
- ◆ Energy Expended (Primary/Secondary): 20/25
- ◆ Residual Effect (Primary/Secondary): Freeze/Freeze
- ◆ Special Feature (Primary/Secondary): Multiple Blasts/Homing

Slower-firing ice balls burst from Arokh's mouth once he consumes the Ice Rune in the Grotto. Ice Breath launches more slowly than Fire, but does a bit more damage. It also can freeze a target on contact, immobilizing it so you can finish it off with an attack from a different weapon. Use the secondary attack for a trio of ice balls that spread out in different directions.



18

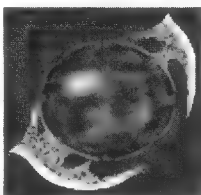
Lightning



- ◆ Attack Damage (Primary/Secondary): 40/10 per strike
- ◆ Rate of Fire (Primary/Secondary): 0.75/0.75
- ◆ Energy Expended (Primary/Secondary): 25/40
- ◆ Residual Effect (Primary/Secondary): None/None
- ◆ Special Feature (Primary/Secondary): Homing/Homing

Bolts of lightning are Arokh's to command with the Lightning Rune found in Alwarren. With the primary attack, energy crackles through the air toward your intended target. Lightning attacks consume considerable breath power. The secondary attack is a slow-moving but extremely potent ball of lightning that damages not only its target, but also anyone struck by trailing lightning bolts.

Magma



- ◆ Attack Damage (Primary/Secondary): 75/75 per ball
- ◆ Rate of Fire (Primary/Secondary): 1/0.75
- ◆ Energy Expended (Primary/Secondary): 30/60
- ◆ Residual Effect (Primary/Secondary): Fire/Fire
- ◆ Special Feature (Primary/Secondary): Proximity Damage/Multiple Blasts

Chapter 1: The Arsenal

This most powerful breath, acquired with a Magma Rune in the Volcano World, fires a large liquid ball of hot magma at your intended target. It moves very slowly and consumes about a third of your breath power, but it packs a mean wallop and fragments into pieces that can inflict additional damage. Targets struck by this attack continue to be damaged by residual fire. The secondary attack is a trio of weaker but faster magma balls that swirl and converge as they approach their target.

Enemy Weapons

Most of Rynn's foes carry the same kinds of weapons she does; you'll know their effect from your own experience. Some enemies, however, have special weapons that Rynn cannot use.

Orc Club

- ◆ Damage: 15
- ◆ Armor Piercing: No
- ◆ Special: None

This spiked club is almost the weakest weapon you'll see directed toward you. Avoid its rough but lacerating effects by circling lone Orcs. Its range isn't very long, so try using a longer weapon against an Orc armed with this cudgel.



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Wartock Mace

- ◆ Damage: 25
- ◆ Armor Piercing: No
- ◆ Special: None

It hurts. This Mace is too big for Rynn to pick up, but the Wartocks have no problem swinging it around at full speed. It inflicts a lot of damage, so stand clear.

Wartock Axe

- ◆ Damage: 20
- ◆ Armor Piercing: No
- ◆ Special: None

The Wartock Axe looks fearsome, but you actually have more to fear from the Mace. Still, its touch is less than tender, especially if you don't have armor.

Flaming Spear

- ◆ Damage: 15 + Fire
- ◆ Armor Piercing: No
- ◆ Special: Fire and Splash damage

Hurled by Crimson Knights, these spears burst into flames when they strike, spewing fire and brimstone onto anything nearby. Because of their relatively slow flight, you can avoid the spears by jumping or flipping as soon as they're released.



20

Giant's Axe

- ◆ Damage: 100
- ◆ Armor Piercing: No
- ◆ Special: None

Wielded by the War Giants, this axe is a stone-cold killer. Don't get anywhere near a War Giant anyway, but be especially careful if he rears back with this mighty weapon. He can also throw it at you while you're airborne, plus he won't run out of Axes. The only good news is that it's slow and isn't armor piercing. Still, it'll do you some harm.

Lightning Spear

- ◆ Damage: 15 + 5 per bolt strike
- ◆ Armor Piercing: Yes
- ◆ Special: None

As if the Dark Scimitars aren't enough, the Ebon Knights also have the advantage of Lightning Spears. They don't do a lot of damage, but they also don't need to hit their target to inflict pain. When the spear lands, bolts burst from it and singe anyone nearby.

Goblin Crossbow

- ◆ Damage: 8
- ◆ Armor Piercing: No
- ◆ Special: None

Lashed onto the end of the Goblin Crossbow is a weak but nasty cutting blade. If you get into melee range of a Goblin, he'll stop firing Arrows and chop at you with the blade. Easy to avoid and fairly painless to withstand, just don't let more than one Goblin wail on you at once.

The background of the entire page is a dark, monochromatic illustration of a fantasy landscape. It features jagged, snow-capped mountains in the distance, a winding river or path in the middle ground, and several flying creatures, possibly dragons or large birds, scattered across the sky. The overall tone is mysterious and foreboding.

Chapter

2

Enemies List

Your foes range from the mundane to the fantastical, from brutish to magical. Whether they fly through the air, scuttle across the ground, or stride over the hills, you must understand instinctively how to deal with every foe. They'll show you no pity, so you can freely return the favor. Consult this chapter for tips on recognizing and fighting the enemies that you encounter.



22

Foot Soldiers of Darkness

These enemies are the weapon-wielding creatures who make up Navaros' horde of monsters and the undead. They can think (relatively speaking) and use certain techniques and strategies that must be either avoided or exploited.

Orc

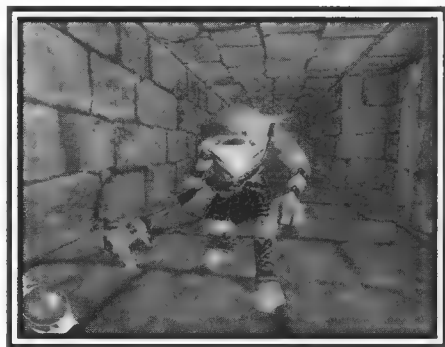


Fig. 2-1. Orc

- ◆ Hit Points: 20–55
- ◆ Attack Rate: 0.8–1
- ◆ Attack Damage: Depends on weapon
- ◆ Weapons: Club, Long Sword, Great Sword
- ◆ Armor: Leather, Scale Mail
- ◆ Attack Type: Melee
- ◆ Special: None
- ◆ Debut: Ruined Village

These short, kilt-clad beasts rate just barely above animals. Their borderline savage nature makes them great frontline dragon fodder for Navaros' dark army. They leap recklessly into battle and tear apart any enemy weaker than they. Rynn, however, is no weakling.

Chapter 2: Enemies List

Orcs' diminutive size and good attack speed make them a bit difficult to battle for the inexperienced, but they go down easily unless you face them in packs. Normally, you can see an Orc's attack coming, so be prepared to block or retreat. If you have a medium-length weapon, use the stab move to keep an Orc at a distance and the strafing cut to dice him up. Finally, Orcs are cowards; a seriously injured one will run away and hide, leaving you an opportunity for an easy farewell.

Wartock



Fig. 2-2. Wartock

- ◆ Hit Points: 45–75
- ◆ Attack Rate: 1
- ◆ Attack Damage: Depends on weapon
- ◆ Weapons: Wartock Mace, Wartock Axe
- ◆ Armor: Leather, Chain Mail, Plate Mail
- ◆ Attack Type: Melee
- ◆ Special: None
- ◆ Debut: Wartock Canyons

Larger, better armored, and somewhat brighter than the Orcs are their direct commanders, the Wartocks. These piggish monsters are your most numerous foes and can cause problems for even experienced fighters.

Generally, Wartocks are a head or so taller than Rynn, with basic Leather Armor or Chain Mail. Their attacks include a standard slate of fighting moves (stabs, swings, etc.). Also, don't get too close or you'll be bowled over by a bull rush attack. Finally, never stand still too long or a Wartock's golf swing attack will knock you to the floor, helpless against a follow-up pummeling.

The basic fighting technique is to use a medium-length or longer blade and move constantly, maintaining no less than a Long Sword's distance between you and your enemy. A strafing slash works best as does a stab if you have a long, two-handed sword in your arsenal. Jumping attacks don't work as well as you'd expect. As for special attacks, the Skull Splitter is more effective with the tall Wartocks than most other enemies. Use your back flip immediately after you attack or when you see the Wartock winding up for a swing.

Also, remember to look very carefully at a Wartock before attacking: note whether it carries a shield and what armor it's wearing. If it's wielding a shield, limit your attacks to its weapon side or you'll waste your blade banging on the shield and delivering no damage. Also, if the Wartock is wearing Chain Mail or higher armor, use an armor-piercing weapon or you'll be using up your blade only to inflict minimal damage.



Primitive Giant



Fig. 2-3. Primitive Giant

- ◆ Hit Points: 250
- ◆ Attack Rate: 0.9
- ◆ Attack Damage: Variable
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: Pick up objects
- ◆ Debut: Grimstone Mines

The Primitive Giants are terrifying sights: towering beasts with fearsome jaws and a propensity to pick up anything nearby (including Wartocks and even Rynn) and throw it. It takes a lot to bring them down, but it's easy with a few basic tips.

First, always attack from a distance with Arrows. *Never* take on a Primitive Giant at close range unless you have absolutely no choice. Save your Arrows for exactly this purpose—don't waste them on Wartocks or even dragons—and pepper the Giants until they drop. Don't forget to reclaim your Arrows after the battle.

The key to fighting Giants from a distance is firing from cover or, at least, allowing the Giant to expend his supply of projectiles before you venture into the open to fire away. When he's got nothing left to toss, mow him down from a safe (high) place.

If you must fight a Giant on foot, be aware of their basic attacks. It doesn't do any damage on its own, but the Ground Pound will knock you to your knees, leaving you vulnerable to more of their attacks. Don't bother running away from a Giant on level ground; they're faster than you are, and their footfalls will knock you to your knees. Finally, if you ever get too close and stand still for an instant, the Giant will snap you up and throw you like a rag doll at the nearest wall. Splat! To counter these attacks, move and jump constantly, (circling it's legs) and use your longest and most powerful two-handed sword to chip away at the beast's health. Try to stay behind them so they can't grab you.



Crimson Knight



Fig. 2-4. Crimson Knight

- ◆ Hit Points: 200
- ◆ Attack Rate: 1.3
- ◆ Attack Damage: 20+Fire, 15+Fire
- ◆ Weapons: Flame Sword, Flaming Spear
- ◆ Armor: Plate Mail
- ◆ Attack Type: Melee, Projectile
- ◆ Special: Fire Ring
- ◆ Debut: Grimstone Mines

These fearsome, heavily armored soldiers in Navaros' army are a challenge to say the least. They have multiple magical attacks and are amply protected from all but armor-piercing attacks.

If you come in close to fight a Crimson Knight with melee weapons (your strongest strategy), he'll pull out not one but two Flaming Swords to julienne your hide.

Keeping your distance is no safe bet however; the Crimson Knight will conjure and hurl Flaming Spears that can leave you ablaze and taking damage even after you're hit. However, the Knight's slow rate of fire makes it easy to avoid these projectiles; just flip right or left as he hurls them and you'll be safe.

Finally, no matter where you are, be ready if the Knight prepares to launch a Fire Spell. Strike as he conjures the spell and be ready to retreat from the fire wave as it approaches you. Whatever you do, don't turn your back on the Crimson Knight.

To polish him off, arm your best and fastest armor-piercing weapon and use your block freely when he lets loose with a hail of blade attacks. Note that his Flaming Swords must be drawn when he dies in order for you to collect them.



Goblin



Fig. 2-5. Goblin

- ◆ Hit Points: 40–50
- ◆ Attack Rate: 1
- ◆ Attack Damage: Depends on Arrow, 8 from Blade
- ◆ Weapons: Bow, Various Arrows, Crossbow Blade
- ◆ Armor: None
- ◆ Attack Type: Melee, Projectile
- ◆ Special: None
- ◆ Debut: Island

These overgrown lizards have a tiny brain, a nasty temper, and an endless supply of Arrows. If you can avoid their fire, Goblins should pose no problem whatsoever. That's, however, a big "if."

There's no way to know what Arrows a particular Goblin is carrying until he fires one at you. It's best to assume that they all have Explosive Arrows, so always jump and change direction as you approach a Goblin. When you're close to a Goblin, be wary of the large blade that adorns the business end of the Goblin Crossbows. Goblins wield these weapons like axes when you're within arm's reach. Because Goblins are short, you should be able to jump over all close range attacks except the overhead chop.

The best way to handle Goblins in the open is to fire on them with Arokh. Keep in mind, however, that their Arrows are just as damaging to Arokh as they are to you. Attack Goblins like you would a Ballista, moving back and forth constantly and targeting the shooter as you strafe. When you must face Goblins on foot, rush toward them, jumping to avoid Arrows until you're in close range. Once in hand-to-hand range, dodge, strafe, and stab to dissect these little pests.



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Ebon Knight



Fig. 2-6. Ebon Knight

- ◆ Hit Points: 275
- ◆ Attack Rate: 1.4
- ◆ Attack Damage: 20 (Sword), 5 per strike (Spear)
- ◆ Weapons: Dark Scimitar, Lightning Spear
- ◆ Armor: Plate Mail
- ◆ Attack Type: Melee, Projectile
- ◆ Special: Phase
- ◆ Debut: Alwarren

These trusted guardians of Navaros are a fearsome bunch: blindingly fast, infuriatingly elusive, and nearly impossible to attack with total impunity.

Like the Crimson Knights, Ebon Knights have three basic attacks: twin Dark Scimitars, Lightning Spears, and Lightning spells. The melee weapons can be avoided only with fast and erratic evasion and top-drawer fighting skills (including back and side flipping and strategic ducking). Beware, though—one strike with both blades steals most of your life in less than a second. Lightning Spears can be avoided by jumping or flipping. When you're reasonably close and you see an Ebon Knight whip out a spear, wait for him to launch it, jump into sword range, and whack him while he's vulnerable. You won't get this chance often, but it does work. Always use an armor-piercing weapon against Ebon Knights.

An important defense of the Ebon Knights is their ability to briefly phase out. Because of this ability, multi-slash special attacks often aren't very useful because the Knight dematerializes after the first hit, rendering the follow ups pointless. They don't always do it, but they do it frequently enough that you might not want to leave yourself open for a counterattack. More often, an Ebon Knight dematerializes when it sees an attack coming. When you see this begin to

happen, quickly follow up with another attack. You should end up hitting them as they rematerialize. Also, try to attack as they begin their own assaults, during which they can't disappear.

It's unwise to fight an Ebon Knight at close range (and it's madness to try two of them). Whenever possible, use long-range attacks, including Arrows and Arokh. You can outrun a pursuing Ebon Knight with little difficulty as long as you jump and side flip occasionally.

Although avoidance may seem the best method, you'll want to kill any Ebon Knight you find. They tend to drop their very valuable Dark Scimitars, a weapon you can and should use often.

War Giant

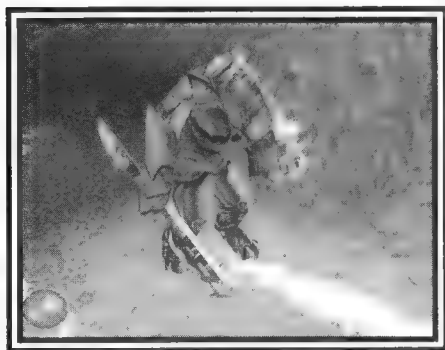


Fig. 2-7. War Giant

- ◆ Hit Points: 450
- ◆ Attack Rate: 0.8
- ◆ Attack Damage: 100
- ◆ Weapons: Giant's Axe
- ◆ Armor: None
- ◆ Attack Type: Melee, Projectile, Physical
- ◆ Special: None
- ◆ Debut: Alwarren

If you thought the Primitive Giant was a pain, wait until you get a load of its more-evolved cousin. The War Giant is a massive beast that's best avoided entirely or only attacked with projectiles or Arokh.

Unlike the Primitive Giant, the War Giant can attack from afar, even when there's nothing around to throw. He has an endless supply of very powerful spears to hurl at anything beyond the range of his club. Three of these spears will be the end of you. They're very fast and impossible to avoid at close range, but easy to dodge at great distances.

Up close, the War Giant swings his massive club or simply stomps you like a bug. He doesn't have a free hand to hurl you around, but one pound of his foot knocks you down (helpless for a few seconds) or takes all your health in one direct hit.

The bottom line is to take the advice of Tuiri, the Soul Shade of Alwarren, and avoid War Giants completely when possible (it often isn't). When on foot, use stealth to sneak around them. When on Arokh, fight them if you must, but dodge even more frequently than you would if you were fighting a Ballista.



Succubus



Fig. 2-8. Succubus

- ◆ Hit Points: 50
- ◆ Attack Rate: 1.5
- ◆ Attack Damage: 5–10
- ◆ Weapons: Energy Bolt
- ◆ Armor: None
- ◆ Attack Type: Projectile, Physical
- ◆ Special: None
- ◆ Debut: Islands

These flying beauties may claim to be your friend, but they aren't to be trusted. Once they turn on you, you'll see the magnitude of their power. Still, they're not hard to sink with a few simple skills and particular weapons.

When they're flying, which is most of the time, the Succubae fire low-powered but annoying energy blasts. If more than one Succubus gangs up on you, you *will* have a problem. These blasts move quickly and have moderate tracking ability, so be sure to do battle from cover. If you can get close enough to a Succubus to tempt her to land, hand-to-hand combat is a breeze. They crumble with only a couple swings of a respectable blade. Their strikes are powerful but relatively easy to avoid.

Take down a flying Succubus with Arrows, particularly Energy Arrows. If you have very good aim and a quick hand, you can probably get in a few hits on an active Succubus. Normally, however, they dodge after you launch an arrow. You're better off using your Energy Bow (which you should save for just this purpose) and its homing Arrows to snipe at these flying monsters. Even if a Succubus shimmies away after you dispatch an Energy Arrow, the Arrow often finds its target anyway. One or two hits and her wings are permanently clipped.

Death Mage



Fig. 2-9. Death Mage

- ◆ Hit Points: 75
- ◆ Attack Rate: 0.75
- ◆ Attack Damage: 15–20
- ◆ Weapons: Skull Missile, Energy Blast
- ◆ Armor: None
- ◆ Attack Type: Projectile
- ◆ Special: Teleport
- ◆ Debut: Islands Night

Chapter 2: Enemies List

The Death Mage is an undead priest. Alone, any Death Mage is a challenge. In groups, they're almost overwhelming. Bad news: they usually appear in groups. Good news: they aren't as difficult to beat as you'd think.

The Death Mage fires a moderately powerful energy blast from long range. These blasts move quickly and have slight tracking abilities, but can be avoided. When the Mage points one bony hand in your direction, be ready for at least a double dose of this attack.

If you enter fighting distance, the Mage spreads out its hands to summon a series of Skull Missiles. These green heads have stronger tracking power than the energy blasts, and move quickly to assault and bite you. Again, they can be avoided with erratic jumping and flipping.

A Death Mage's best defense is his ability to dematerialize and reappear in a different part of the room. He does this whenever you land a successful hit (don't expect to get two in a row very often). Notice that he doesn't disappear entirely as he streaks across the room to a new location—you can follow him once you notice this tendency and can attack before the Mage recovers in his new locale. If this flying enemy takes an unreachable position, immediately arm a Bow and fire. A successful hit causes the Mage to migrate to another, usually more accessible, part of the room.

The best way to handle a Death Mage is to get in close, strike as he conjures the Skull Missile, and chase him down to his new location, striking before he fully reappears. Repeat as necessary. Note that the Mage's long-distance attack is very quick, with no open vulnerable time, so don't try to rush as this attack comes. Watch the hand gestures to see which attack is coming.

If you're up against a pack of Death Mages, use untargeted attacks, such as any of your crystals, to damage multiple enemies with a single attack. You don't want to get into a one-on-one fight in this situation with other Death Mages pummeling you from all sides.



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Enemy Dragons

These majestic beasts will give you an aerial workout. Their flying abilities literally add another dimension that you have to deal with during combat.

Crow Dragon



Fig. 2-10. Crow Dragon

- ◆ Hit Points: 150
- ◆ Attack Rate: 0.5
- ◆ Attack Damage: 15
- ◆ Weapons: Poison Gas Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Debut: Wartock Canyons

The Crow Dragons are a sight to behold. From their multi-eyed heads to their sharpened feathers, they seem to be a bizarre mix of bird, lizard, insect, and black steel. Their shocking Poison Gas Breath does them no favors in the charm department, either.

Despite their terrifying visage, however, Crow Dragons are actually the easiest breed of dragons you face. Circle them, and you should be able to fell them with three or four well-placed fireballs.

Crimson Dragon



Fig. 2-11. Crimson Dragon

- ◆ Hit Points: 175
- ◆ Attack Rate: 0.6
- ◆ Attack Damage: 20
- ◆ Weapons: Ice Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Debut: Grotto

The Crimson Dragon is a more traditional-looking dragon. Reptilian in the extreme, these flying lizards (no offense, noble Arokh) are a bit more of a hassle than the stranger Crow Dragons.

Crimson Dragons spit balls of pure ice at you. Avoid these explosive, freezing projectiles or face the possibility of freezing in mid-air, although more often, you just take heaps of damage. Remember that Ice Breath moves more slowly and fires at a slower rate than Fire Breath, but it does do more harm.

Circle strafe and lay down a suppressing line of fire.

Ebon Dragon

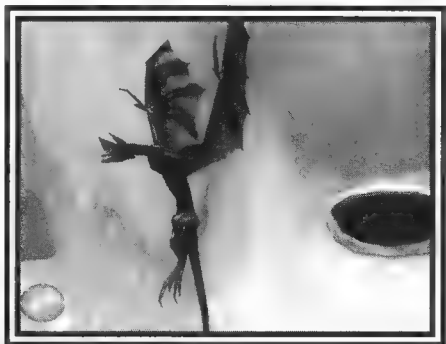


Fig. 2-12. Ebon Dragon

- ◆ Hit Points: 225
- ◆ Attack Rate: 0.5
- ◆ Attack Damage: 20
- ◆ Weapons: Ice Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Debut: Islands

The Ebon Dragons are among the toughest *living* dragons you'll encounter.

Chapter 2: Enemies List

Like the Crimson Dragon, the Ebon Dragon also hawks up big ice balls. Unlike the Crimson brother, however, it takes quite some work to ground an Ebon Dragon. Use a strategy similar to the one for the Crimson Dragon, but be prepared for a long fight.

Skeletal Dragon



Fig. 2-13. Skeletal Dragon

- ◆ Hit Points: 275
- ◆ Attack Rate: 2
- ◆ Attack Damage: 10
- ◆ Weapons: Grimstone Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Debut: Volcano

Just when you think you've seen it all, along comes a giant flying skeleton. The Skeletal Dragon takes advantage of the fear it inspires to unleash a storm of Grimstone Breath, similar to the blasts that sizzle you from the green towers in the Islands.

Not only does this beast have a weapon unavailable to even Arokh, it's also the toughest dragon on the block. Make sure you have a Skeletal Dragon all alone in one-on-one competition; the last thing you want is to face two of them or be distracted by others sniping at you when you're dealing with the bag of bones.

Beasts

These pests and monsters will make your quest all the more difficult. Stay sharp and keep an eye out for them or they'll ruin your day.

Spider



Fig. 2-14. Spider

- ◆ Hit Points: 15
- ◆ Attack Rate: 1
- ◆ Attack Damage: 7 (Armor Piercing)
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Debut: Ruined Village



You've never seen Spiders like this. Big and mean, these arachnids scuttle around the floors and ceilings of many of *Drakan's* underground caverns.

If you get into a Spider's attack range, it reels back with its sharp front legs and strikes at you—it's a harsher punishment than it sounds. Spiders' real strength lies in their numbers; never let them gang up on you. They possess good speed, but you can outrun them if you don't stop to fight.

To attack a Spider, kneel or look down (with mouse Freelook), and strike as the Spider rears back with its front legs. You won't need absolute precision to strike on target, but actually interrupting the attack demands some timing.

Early in the game, the best way to fight Spiders is to avoid them. When weaponry and health are precious, the last thing you want to do is spend time hacking away at waves of Spiders. Nothing cowardly about it.

Scavenger

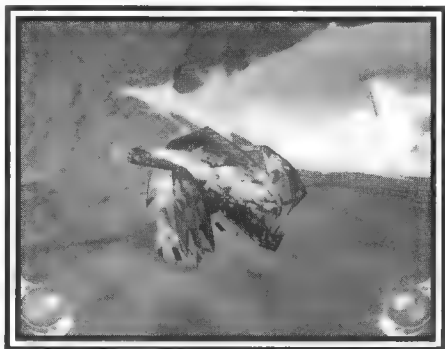


Fig. 2-15. Scavenger

- ◆ Hit Points: 35–60
- ◆ Attack Rate: 0.9–1.1
- ◆ Attack Damage: 10
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Debut: Ruined Village

The Scavenger is a vile and dangerous monster, but there's a very simple way to handle it, even with a Short Sword. It's difficult to execute, but it works every time. Once you get longer blades, you can attack from relative safety.

Scavengers come equipped with a pair of muscular arms tipped with lacerating claws. They stroll up to you, rear back, and swing one arm. Stand near a Scavenger, look down, and strike as the Scavenger inches near. This move interrupts the Scavenger's attack and knocks it back a pace. Take a step back and wait for the Scavenger to approach you again. Repeat until it dies. Note that you can cut off one or more of a Scavenger's limb so it bleeds to death.

A Scavenger often turns its back on you. Take the opportunity to do a stab move and put the blade right between its lungs.

Tick

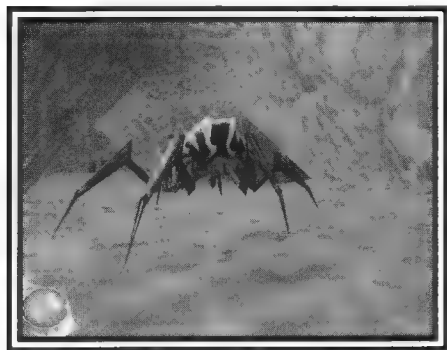


Fig. 2-16. Tick

- ◆ Hit Points: 50
- ◆ Attack Rate: 1.5
- ◆ Attack Damage: Up to 32 per strike
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Debut: Islands

Ticks are much like Spiders, but harder to handle. Their attack is very similar but much stronger. They also have a more brutal jumping attack—but you can knock them out of the air with a well-timed swing.

Their defenses are substantially more elaborate, too. With much higher health than an average Spider, they're even more dangerous in large groups. Always use items like the Fire Crystal to deal with a platoon of Ticks, or they'll be all over you.

Drone

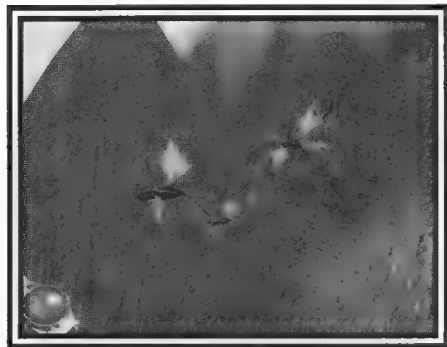


Fig. 2-17. Drone

- ◆ Hit Points: 10
- ◆ Attack Rate: 0.25
- ◆ Attack Damage: 5
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Debut: Islands

These flying pests won't kill you, but they sure will distract. They don't do much damage but they're very hard to hit, even with Arokh. He does have one attack that dispatches Drones with ease. Activate Arokh's Fire Breath and hold the secondary attack; a constant stream of Fire Breath barbecues anything in sight. Swing Arokh's head back and forth to cover the area with flame.

Ground-to-Air Weapons

These structures will harass you from the ground—usually while your focused on finding airborne enemies. The can make a pleasant flight into a disaster if you're not careful.

Ballista

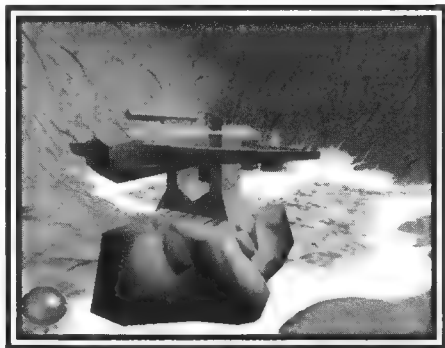


Fig. 2-18. Ballista

- ◆ Hit Points: 45
- ◆ Attack Rate: 0.75–2
- ◆ Attack Damage: 15
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Projectile
- ◆ Special: None
- ◆ Debut: Wartock Canyons

These gigantic stationary weapons are ready and willing to shoot you out of the sky, but you shouldn't have a problem avoiding their wrath while putting them out of commission.

Obviously, the only way to fight Ballistae is on dragonback. You can knock them out with Arrows, but it's a big waste. From Arokh's back, target the top portion of the Ballista—two or three shots should shatter the unit and the hapless Orc sitting in the operator's chair.

To avoid Ballista fire, hang in one place from a safe distance (where you can just see it through the fog) until the Ballista launches. Strafe right or left to avoid the projectile, and fire back before the Ballista can reload. Be sure not to strafe up and down; either maneuver leaves Arokh's wings vulnerable, even when you're otherwise safely out of the way.

Different Ballistae have different firing rates, so be ready to move quickly in all circumstances. Also, avoid crossfire at all costs.

Grimstone Citadel



Fig. 2-19. Grimstone Citadel

- ◆ Hit Points: 50
- ◆ Attack Rate: 0.75
- ◆ Attack Damage: 20
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Projectile
- ◆ Special: Homing
- ◆ Debut: Islands



Chapter 2: Enemies List

These ominous green-hued towers decorate the landscape in the Islands (day and night) and the Volcano. Fueled by gigantic Grimstone Crystals, these towers emit a beam of Grimstone energy whenever something comes within range. The only way to destroy them is to destroy the gem at the top.

Unique Creatures and Bosses

As if the common beasts and enemies aren't bad enough, here's a section of tougher foes. Study them carefully so you can exploit weaknesses when you meet these creatures.

Wartock Captain



Fig. 2-20. Wartock Captain

- ◆ Hit Points: 150
- ◆ Attack Rate: 1
- ◆ Attack Damage: 20
- ◆ Weapons: Wartock Axe
- ◆ Armor: Plate Mail
- ◆ Attack Type: Melee
- ◆ Special: None
- ◆ Level: Wartock Canyons

This ultra-resilient Wartock guards the key to the Orc mines from his post deep in the Weapons Forge. You have to defeat this Plate Mail-clad juggernaut to get out of the first of the Wartock Canyons. Hide in and among the boxes for cover, and sneak around to get behind the Captain. Give him a big attack (the Skull Splitter!) and slip away. Be sure to use armor-piercing weaponry or this strategy takes forever.

Orc Strongman



Fig. 2-21. Orc Strongman

- ◆ Hit Points: 250
- ◆ Attack Rate: 1
- ◆ Attack Damage: 35
- ◆ Weapons: Mithril Hammer
- ◆ Armor: None
- ◆ Attack Type: Melee
- ◆ Special: None
- ◆ Level: Succubus Lair



Nothing worse than a pierced Orc! Plus he's a big fella and he's got a really painful hammer in his hand. Add it all up and you got the meanest, toughest Orc in the land. You'll find him guarding the Mirror in the Succubus Lair. Nothing fancy about fighting him, just keep away from the Mithril Hammer and try to lop off his weapon hand.

Elite Ebon Knight

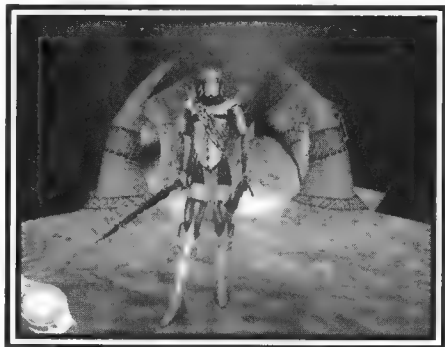


Fig. 2-22. Elite Ebon Knight

- ◆ Hit Points: 250
- ◆ Attack Rate: 0.7
- ◆ Attack Damage: 30
- ◆ Weapons:
 - Mourn Bringer, Dark Scimitar, Lightning Spears
- ◆ Armor: Plate Mail
- ◆ Attack Type: Melee, Projectile
- ◆ Special: Phase
- ◆ Level: Succubus Lair

You know better than to fight an Ebon Knight at close range, so it goes without saying that you should handle the Elite variety in the same manner. You don't want to get anywhere near the devastating force in his right hand: a Sword called Mourn Bringer. It does 30 HP of damage even before the Dark Scimitar in the left hand whacks you. It is, however, your prize for victory and it's a good one: powerful, indestructible, and magical.

King Scavenger



Fig. 2-23. King Scavenger

- ◆ Hit Points: 350
- ◆ Attack Rate: 0.8
- ◆ Attack Damage: 50
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Level: Volcano

This is one big Scavenger. Guarding the bridge to Volcano World's meeting hall, the King Scavenger is like nothing you've seen before. Not only is it taller than Rynn, but it packs a world of hurt in each of its massive arms. Move constantly and try to lop off at least one of the beast's claws to make the fight reasonably fair.

Crow Dragon Boss



Fig. 2-24. Crow Dragon Boss

- ◆ Hit Points: 200
- ◆ Attack Rate: 0.5
- ◆ Attack Damage: 15
- ◆ Weapons: Poison Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Level: Wartock Canyons

This first boss comes at you when Rynn emerges from the Troll Cave. As she goes to fetch Arokh, the door slams behind her. She must do away with this flying nightmare to win its Poison Breath Rune Stone. Fight this dragon like you would any Crow Dragon, keeping in mind that it has a third more hit points.

Werokh



Fig. 2-25. Werokh

- ◆ Hit Points: 350
- ◆ Attack Rate: 0.75
- ◆ Attack Damage: 30
- ◆ Weapons: Ice Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Level: Grotto

This ancient dragon was once a friend of Arokh's, but he now guards the gateway to the Eastern Archipelago. To get there, you must go through Werokh. Fighting Werokh takes considerably more time and effort than any other dragon you face in the game. Circle effectively in the wide-open space in front of the Dragon Gate and this old friendship dies very hard. When you beat Werokh, you win his Ice Breath Rune Stone.

Tultol



Fig. 2-26. Tultol

- ◆ Hit Points: 500
- ◆ Attack Rate: 1.2
- ◆ Attack Damage: 100, 35+25 Lightning
- ◆ Weapons: Giant's Axe
- ◆ Armor: None
- ◆ Attack Type: Melee, Projectile, Physical
- ◆ Special: None
- ◆ Level: Alwarren

The corpse of this ancient War Giant comes to life when you try to lift the Bell Hammer of Alwarren. The massive creature, partially decomposed, is still duty-bound to protect the Bell Hammer. Handle him as you would any War Giant, but be mindful of the tight space in this chamber, and remember that he has a bit more health than the average representative of his race.



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Queen Shilla



Fig. 2-27. Queen Shilla

- ◆ Hit Points: 300
- ◆ Attack Rate: 0.8
- ◆ Attack Damage: 20/20 (two attacks)
- ◆ Weapons: None
- ◆ Armor: None
- ◆ Attack Type: Physical
- ◆ Special: None
- ◆ Level: Volcano

The Succubus queen isn't nearly as slender as her subjects. In fact, it looks like she's eaten a lot of them. When you encounter the corpulent ruler on the meeting room bridge in Volcano World, you must be wary of her huge frame; both her attacks involve her fatty parts. In one attack, she zooms forward and belly bumps Rynn. In a far more unsettling attack, she soars upwards and sits on Rynn's head. Always move when you hear her war cry and fire as many Arrows into her as possible from long range—she has no long-range attack. Use Energy Arrows because she's surprisingly sprightly when flying.

Evil Delon

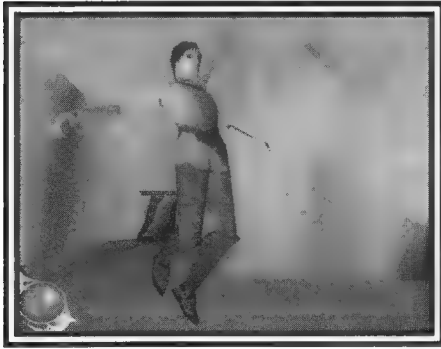


Fig. 2-28. Evil Delon

- ◆ Hit Points: 500
- ◆ Attack Rate: 0.25
- ◆ Attack Damage: 30/40
- ◆ Weapons: Energy Bolts
- ◆ Armor: None
- ◆ Attack Type: Projectile
- ◆ Special: None
- ◆ Level: Rift World

This is not the sweet little brother you remember. He's now only a vessel for the reincarnated soul of the evil Navaros. Don't pause to try to bring him back to the light; instead, attack him quickly or one of his vicious energy beams cuts right through you. When you've nearly killed the Evil Delon, Navaros' soul departs.

Navaros




Fig. 2-29. Navaros

- ◆ Hit Points: 250 per head (1000 total)
- ◆ Attack Rate: 0.5–0.8
- ◆ Attack Damage: 20–75
- ◆ Weapons: Super Fire Breath
- ◆ Armor: None
- ◆ Attack Type: Breath
- ◆ Special: None
- ◆ Level: Rift World

The four-headed dragon is the final incarnation of Navaros. Not only do each of the heads spit homing fireballs, they also bite in vicious strokes. The dragon's hide is impenetrable, but its mouths are its weak spots. Direct your fire into the open mouths until each head explodes. You must position yourself so you aren't the target of multiple heads. Move laterally when you see the heads rear back for a big bite of hero. Vaporize all four heads, and Navaros is history... for now.

A black and white illustration of a mountainous landscape. In the foreground, a river flows through a valley with evergreen trees. In the background, jagged mountains rise against a cloudy sky. Several flying creatures, including birds and a dragon-like creature, are scattered throughout the scene. The word 'Chapter' is written in a large, stylized, blackletter font across the top left.

Chapter

A large, stylized number 3 inside a square frame. The number is white and set against a dark background. The frame is also dark with a thin white border. The number 3 is positioned in the top right corner of the page.

3

General Strategies

Drakan is a world of many challenges and dangers—and a game of many skills. Not only must you master the tricks of basic combat, you also must learn the subtle art of flying a dragon. Study this chapter before you begin playing to get a leg up on the techniques and secrets that will keep you alive in Drakan and guide you to victory.

Game Settings

Before you begin your introduction to the world of *Drakan*, there are a few important game settings to keep in mind. All of the settings discussed here directly affect gameplay; for a complete discussion of settings, consult the *Drakan* manual.

Options: Graphics

Most of the settings in the Graphics screen affect special effects, and whether you turn them on depends on the power of your computer. A few, however, directly affect gameplay.



Fig. 3-1. Graphics Menu

Max Fog Distance

The first slider, “Max Fog Distance,” controls the distance at which fog obscures your view of distant objects. You only want to push the slider to the left (minimal fog distance, 39 percent) if you have a slower computer and you’re getting sub-par performance at higher settings.

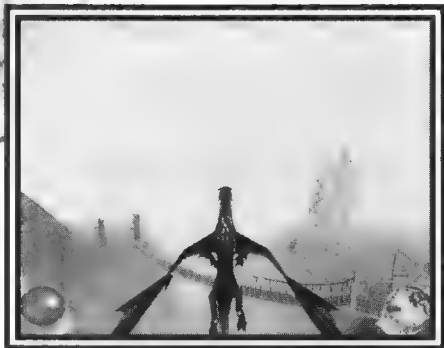


Fig. 3-2. Fog distance set at minimum. Very little visibility.

If you have a fast computer, push fog distance to the max. You stand a better chance of seeing enemy dragons approaching and finding the source of projectile attacks—neither of which is always possible with fog distance set below maximum.



Fig. 3-3. Fog distance set at maximum. Lots of visibility and more time to prepare for distant threats.



Brightness/Gamma

Gamma settings dictate the brightness of the screen. Setting Gamma high or low, however, has specific drawbacks. Low Gamma makes it difficult to see in low-light areas (like caves). High Gamma, on the other hand, washes out colors, making the display look cartoonish and distorting many of the game's textures. Screen brightness is an issue of some objective visibility, but mostly subjective aesthetics.

Dragon Crosshairs

In Graphic Options, you have the choice to activate Arokh's aiming crosshairs. Most players use this tool to help them in airborne combat.

Options: Controls

Most of the options in the Controls screen are matters of personal preference. But one has a crucial impact on the game; it is fervently recommended that you turn on Freelook.



Fig. 3-4. Controls Menu

Always Freelook with Rynn

Freelook allows you to use your mouse to move the camera view in all directions, including up and down. If you're using your mouse to turn Rynn and deactivate Freelook, you can only look left or right. Freelook has no impact when you're flying on Arokh.

Using Freelook is recommended because it simplifies observation of your surroundings and adds an otherwise unavailable feature to hand-to-hand combat. With Freelook turned on, you can target specific body parts of your enemies by looking in the direction you wish to strike. See "Directed Attacks—Freelook Aiming" in a later section of this chapter for more details.

Automatic Dragon Mounting

Activating this feature causes Rynn to automatically mount Arokh whenever she comes near his sides. This feature can be convenient, but it often can be annoying because Rynn hops into the saddle unbidden. If you choose to disable this setting, use the Dragon Action Key to mount and dismount.

Options: Commands

No settings are more important than your keyboard and mouse controls. Although opinions vary widely about the best control set for any given game, there are a few recommendations specific to *Drakan* that may help you play more smoothly and have more control.



Fig. 3-5. Commands Menu















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General Principles

- ◆ Use the mouse and keyboard in combination. (This technique is the best I've found.) Use the mouse as your upper body (to look around) and your keyboard as your lower body (to move, jump, etc.). This method gives you the highest degree of fluidity and control, bar none. Try it, and you may never go back.
- ◆ Set up the most crucial commands in one location and locate non-essential keys elsewhere so they won't be hit accidentally in the midst of a fight or during a frantic retreat.
- ◆ Use your "good" hand with the mouse and your "other" hand for the keyboard.
- ◆ Turn on Freelook, which allows you to use your mouse to view your surroundings in all directions.
- ◆ This chapter assumes you're using a two-button mouse. If, however, you have a multi-button or wheeled mouse, feel free to bind useful functions to any button you see fit.

Key Assignments

For my ideal button configuration, I've changed some controls from their default positions. Crucial controls are included in both right- and left-handed variations for the purpose of clarity. Note that you may have to alter the assignment of some non-essential keys to accommodate these changes, but those assignments are up to you. As mentioned in the Introduction, you can set these however you wish.

Command	Right Handed	Left Handed
Move Forward	E	I
Move Backward	D	K
Strafe Left	W	U
Strafe Right	R	O
Jump/Up	A	H
Crouch/Down	Z	N
Turn Right	S	J
Turn Left	F	L
Primary Attack		
Secondary Attack		
Sneak/Camera	Left <small>SHIFT</small>	Right <small>SHIFT</small>
Use Item	SPACEBAR	SPACEBAR
Dragon Action		
Health		
Inventory		
Next Weapon		
Previous Weapon		
Quicksave	F6	F6
Quick Load	F7	F7



Binding Yes, Macros No

You can bind any individual action to any key you wish by adjusting settings in the Control menu or editing *Drakan.cfg*, a text file found in your *Drakan* directory. Use any text editor to alter the command assignments here and assign more complicated or esoteric actions.

Unlike other action games, however, you can't create macros to perform special fighting moves with one key. It takes the skill out of hand-to-hand combat if you can do it all automatically.

Interfaces

In addition to the action commands, there are few fixtures on your game view that you must understand.

Game Interface

The game interface is as spare as possible:



Fig. 3-6. Game Interface

1. **Map Change Indicator:** Upper left. This icon flashes whenever your map view has been updated. This happens at the beginning of a new level (as you receive a new map) or when Rynn sketches any newly found locations or goals onto the map.
2. **Health Indicator:** Lower left. This red ball indicates Rynn's/Arokh's Health. They're health is linked. When one of them is damaged it affects both of them. As health decreases, the level of the red in the ball drops.
3. **Dragon Breath Indicator:** Lower right. This ball indicates which breath Arokh has activated and how much power (or mana) he has to use. The color and look of the ball is dictated by which breath is currently active. When the ball is solid colored, Arokh has full breath power. When the ball is transparent, he's out of breath power and must pause to refuel.
4. **Crosshairs:** Center of screen. Indicates the target of Arokh's breath. Only active if turned on in the Graphics menu (see Graphics Options).

Inventory

The Inventory screen is your tool for holding and using items you find in your travels. Every object consumes one or more squares in your Inventory; when there's no room for a new item, you can't pick it up.



Fig. 3-7. Inventory Inset

- | | |
|-------------------------|----------------------------------|
| 1. <i>Current Armor</i> | 6. <i>Long Weapon</i> |
| 2. <i>Crystals</i> | 7. <i>Short or Medium Weapon</i> |
| 3. <i>Potions</i> | 8. <i>Pointer</i> |
| 4. <i>Arrows</i> | 9. <i>Detail Inset</i> |
| 5. <i>Open Space</i> | |

Potions, Arrows (each type of Arrow, regardless of number), and crystals take up one square of Inventory space. Bows take up three vertical squares as do all two-handed melee weapons. All short- and medium-range melee weapons occupy two vertical spaces.



To activate a weapon from your Inventory screen, double-click on it and it switches places with your active weapon. Remember that you must have enough space in your Inventory to put away your current weapon. For example, if you're trading a three-square weapon for a two-square weapon, you must have three squares available after the new weapon is pulled out in order to put away the three-square weapon.

This can be confusing, but think of it as a real pack with a finite amount of space. Rynn must have room to replace the unwanted weapon. If Rynn can't make the trade, you may have to manually rearrange your pack.

To get a description of an item, point to it and left-click. The item's statistics appear in the Detail inset on the right. To get details on your current weapon or your armor, left-click-and-hold on the item on Rynn's body.

To discard an unwanted item, point to it then left-click-and-hold to drag it out of the Inventory. You can also drag an item onto Rynn—she takes it and puts the item she's currently holding back into inventory. You must have room to put the item back in Inventory for this to work.

You can't access your Inventory while on Arokh. To drink a potion (other than a Health Elixir, which you can consume by pressing the Health key) or switch weapons, you must land and dismount.



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Playing on Foot

Although flying is a crucial part of *Drakan*, playing on foot without the help of Arokh is even more significant. To prepare you for the long hikes, dangerous maneuvers, and brutal combat that comprise much of the game, study the following sections carefully before pressing "New Game."

Walking

Seems simple, and it is, though you're not really walking; you travel the world in a hearty jog. Use your basic traveling controls (Forward, Back, Turn Right, Turn Left, Strafe Right, Strafe Left) to cover ground on foot. Again, you should learn to use the keyboard and mouse combination—forward, back, and strafe with the keyboard, and turn, look, and aim with the mouse.

Jumping

Jumping is often the only way around many of the game's puzzles. You may jump in place by simply pressing Jump. You can control where you land by pressing directional keys while in the air.

A running jump is done by pressing Jump while holding down Forward. Timing when to push Jump to get the most distance is difficult, but you can learn to do it quickly with a little practice.

Flips

A close relative of the jump is the flip. Flips are done to the right or the left, backwards, or even over your foe.

Sideways flips are executed by pressing one of the Strafe keys (right or left) with Jump. This combination causes Rynn to leap laterally, tuck, and land safely. This move is excellent for avoiding an enemy counterattack. Alternatly, you can tap Jump while you are strafing.



Fig. 3-8. Rynn begins flip left.



Fig. 3-9. Rynn tucks and flips left.

Back flips are done by pressing Back and Jump together or while moving Back, tap Jump. Learn this move well—it's your best defensive move and is often the only way to make particularly high jumps. Because the back flip takes Rynn higher than the regular running jump, use it when you are just barely missing a leap. Simply turn 180 degrees and do the backward flip.

The most dramatic flip is called the "Leapfrog Surprise" and begins with Rynn facing an opponent. Hold the Sneak key and press Jump to vault over an opponent's head and land facing his back, ready to strike.



Fig. 3-10. Now you see me...

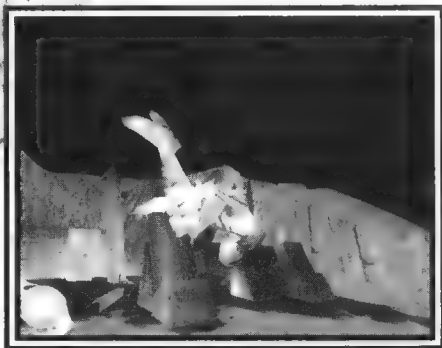


Fig. 3-11. ...Now you don't.



Fig. 3-12. Surprise!



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Kneeling and Rolling

It's often necessary to kneel to fight small opponents or duck under enemy attacks. To kneel, press Down and hold it as long as you wish to kneel.

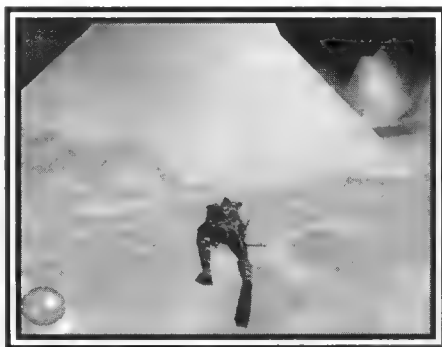


Fig. 3-13. Duck...



Fig. 3-14. ...and roll.

While kneeling, you can roll in any direction. Hold Down and press the appropriate direction key (Forward, Backward, Strafe Right, or Strafe Left) .

Sneaking

It's often advantageous to move about unnoticed. Using the Sneak key near an unwary opponent or while under the cover of shadows allows you to elude most detection.



Fig. 3-15. Tip-toe to move about unnoticed.

Holding the Sneak key while pressing Forward and Backward makes Rynn tiptoe. Using it in conjunction with the Strafe keys causes her to shuffle laterally—great for fine adjustments in position, too. The cost of stealth is speed; you move very slowly in Sneak mode. However, the enemies in *Draken* can see and hear you. So, you gain surprise and the chance to do double damage if you strike an enemy unawares.



Swimming and Diving

Occasionally, you must dive underwater to get where you want to go. In water, you have an additional breath indicator (a vertical, blue stack on the right side of the screen) that indicates your ability to stay underwater.

You may stay submerged without damage until your oxygen supply expires. To refresh your supply, surface and wait for your indicator to refill.

Swimming is similar to moving in the air with Arokh. Forward, backward strafe (left and right) cause you to swim in that direction relative to you're facing. Jump and Crouch cause you to move up and down in water.

If you need to jump into water, you can dive from a great height without damage if the water is deep enough. Just press Jump and Rynn automatically goes into a graceful swan dive into the blue water.

Fighting

Hand-to-hand combat is the most difficult and most rewarding skill in *Drakan*. Rather than a simple point-and-kill fighting interface, you must master a powerful but easy move system that rewards (but doesn't demand) timing and use of special attacks.

Basic Moves

Slashing

Pressing Primary Attack initiates a medium speed (relative to the overall attack speed of the weapon) slash from right to left.

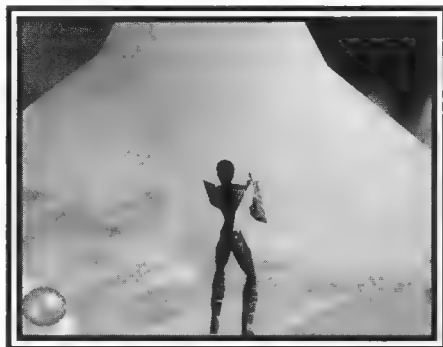


Fig. 3-16. A slash comes from the right side...



Fig. 3-17. ...and moves laterally across Rynn's body. It's not Rynn's fastest attack, but it's the meat of your attack repertoire.

Be sure to press the Attack button only when you want to swing rather than pressing it repeatedly. Fighting in *Drakan* is a matter of timing, and you won't hit much if you simply flail.

Circle Slash

The Circle Slash is the most useful basic technique. Like the “Circle Strafe” in other action games, this maneuver requires you to circle around your opponent while keeping your view centered on them. As you circle, attack! This makes you a moving target and exposes your enemy’s vulnerable sides.



Fig. 3-18. Circle Slashing has defensive and offensive benefits.

To Circle Slash, hold down either of the Strafe keys and adjust your mouse as you move to keep your target in the center of the screen. While circling, press Primary Attack to slash at your target while you move.

Unlike gun-toting games, you must be mindful of your distance from your target. Circling around and around is great, but if you can’t reach with your

weapon, it’s a purely defensive maneuver. Remember that the shorter your weapon is, the closer you have to circle.

You don’t need to have FreeLook enabled to perform this technique, but you must be using a mouse/keyboard combination to do it effectively.

If your target has a shield on one arm, circle him in the opposite direction of the shield. For example, if the shield is on the left arm, circle clockwise (to your left) to avoid hitting the shield as you pass.

Stab-and-Flip

One of the most effective techniques with tough opponents is to attack and immediately retreat by jumping or flipping. The most effective version of this is the Stab-and-Flip—it’s especially valuable when you’re trying to preserve the last remnants of your health.



Fig. 3-19. Immediately after doing a Stab...



Fig. 3-20. ...back flip to get out of the way.

Pick the longest weapon in your arsenal and do a Stab move (Tap Forward, Primary Attack). Immediately do a back flip to escape the almost-inevitable counterattack.

Jump/Duck Slash

You can slash at an enemy while standing or moving, but also while kneeling or jumping. Jump or Duck to avoid an enemy attack and press Primary Attack to counterattack from below or above.

Directed Attacks/Freelook Aiming

You can target a general area of an enemy in combat by activating the Freelook feature. Generally, Freelook enables you to use the mouse to view the environment in all directions. In combat, it has an added benefit: looking in a specific direction as you strike causes the strike to target that direction.

For example, if you're fighting a Wartock with a shield on its left arm, you can aim your attack at its right flank by adjusting the mouse to your left. If you see an attack coming from high (that is, overhand), point your mouse downward to perform a low, preemptive hit.

Use this method to fight ground-dwelling enemies (Spiders, Scavengers, and Ticks) without kneeling. If you're using a medium-length weapon, you need only adjust your mouse to look down and your strikes will hit at ground level.

Severing a Limb—Freelook Aiming in Action

Once you get the hang of Freelook aiming, you can use it to great advantage. A well-directed attack has a high probability of severing a limb in the targeted direction.



Fig. 3-21. This Orc has lost its club hand. Its defeat is only a matter of time now.

In Figure 3-21, an attack directed to Rynn's right has cut off the Orc's left hand. Inflicting this kind of damage offers two benefits. First, the left hand was this Orc's weapon hand; severing it has left him defenseless (though he can attack you with his stump). Second, the Orc has begun to bleed to death so, even if you don't attack again, he'll soon die (see the Residual Damage section).

You can sever any appendages—arms, legs, noses, ears, Spider pincers, or heads. Obviously, a head cut results in instant death but is very, very rare. Less effective (though fatal) hand cuts and the truly bizarre nose cuts are common.

Residual Damage

Several kinds of attacks continue to inflict damage beyond the impact of the attack itself. A fire or magma attack normally sets the victim ablaze for a short time; each second of fire exposure inflicts an additional hit point of damage. Poison attacks leave a cloud of Poison Gas behind that continues to damage any creature standing near it.

These residual effects can injure you, too—even if they result from your own attacks. If, for example, you're struck by a Flame Sword or accidentally get in Arokh's way as he lets loose on some foe, you'll find yourself on fire. If you stand near a Poison cloud, you'll suffer from its effects.

Bleeding to death (see *Severing a Limb*, earlier) has a similar effect. A bleeding enemy continues to lose life until it expires from the wound.

Blocking/Alternate Actions

Every weapon has an alternate action that is activated by pressing the Secondary Attack button.

For most melee weapons, this button activates a blocking move to deflect enemy strikes. A successful block absorbs 75 percent of the strike. You can't block magic attacks.

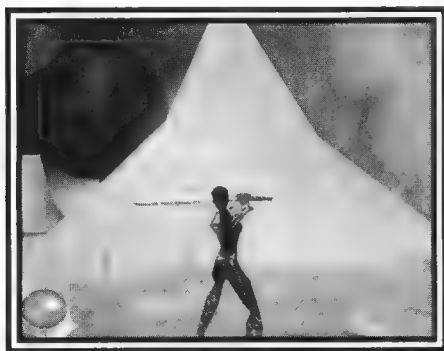


Fig. 3-22. A well-timed block is very effective in warding off enemy strikes, but it doesn't work against magic.

Some melee weapons have other alternate actions, usually a finite number of magic spells (Fire, Ice, etc.). If a weapon has a limited number of secondary attacks, a counter appears in the lower right to indicate the number of attacks remaining. Once these spells are exhausted, the weapon blocks when the alternate attack is invoked.

Bows have very different secondary attacks. When a Bow is armed, and you press a secondary action key you go into a zoom view firing mode. You lose auto-target but can snipe enemies.

Arrows

Arrow use is a skill all its own. To arm a Bow, simply select it from the Inventory—it'll pop up, loaded with either Standard Arrows or the last-used Arrow type. To change the type of Arrows, open your Inventory and double-click on the desired Arrows. A counter appears in the lower right, indicating how many Arrows you have left.

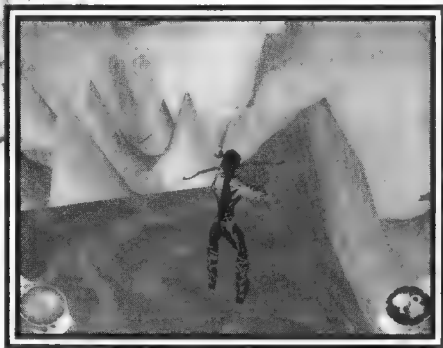


Fig. 3-23. In normal mode, firing Arrows is imprecise (no crosshairs), but you get the benefit of viewing a wider field to anticipate enemy attacks.

Arrows may be fired in either of two views. To fire from the standard view, point the Bow generally where you want the Arrow to go and press Primary Attack. For more precise sniping, press Secondary Attack for a zoomed-in view complete with crosshairs. Once in the mode, aim the crosshairs at your target and press Pri-

mary Attack to fire. You can move, albeit slowly, while in Sniper mode and the *only* way to exit this view is to press Secondary Fire again. To change Arrow types, you must exit Sniper mode and open your Inventory.

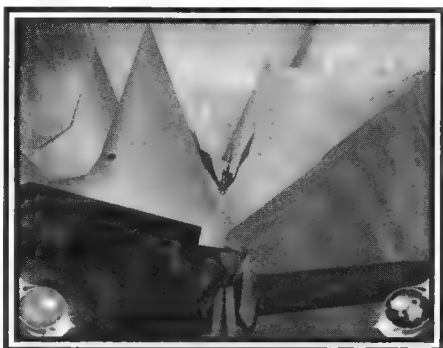


Fig. 3-24. In Sniper mode, you get a zoomed-in view of your target, plus crosshairs to pinpoint your shots. The price for this precision is a limited view and decreased mobility.

You may recover Arrows either from slain enemies or the environment by walking over the Arrow or, if it's in a reachable position, pressing Use. Each Arrow carries a probability that it'll break when you attempt to pull it out. If the Arrow breaks, you can't use it again. If it doesn't break, it's returned to your Inventory for repeated use.

Special Attacks

Fighting in *Drakan* is more than just moving and slashing; there are many special moves that, when memorized and correctly timed, yield bonus damage and bamboozle your foes.

Sidestep Slash Right

- ◆ Hold Strafe Right and press Primary Attack

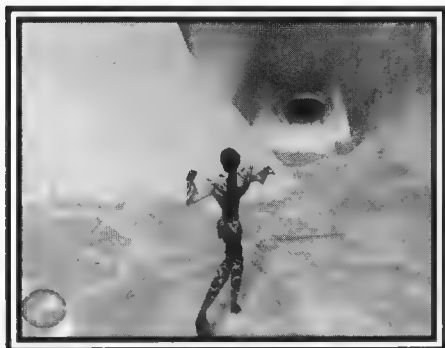


Fig. 3-25. Heads will roll (if you're lucky) with this move.

As you strafe to the right, Rynn performs a quick slash (faster than the normal Slash) from right to left at shoulder level. This (or the left-hand variation) is the attack Rynn does as she Circle Slashes, and it's great for taking off heads.

Sidestep Slash Left

- ◆ Hold Strafe Left and press Primary Attack



Fig. 3-26. Circle Slashing is deadly with this whip-quick backhand slash.

As you strafe left, Rynn does a very quick shoulder-level backhand slash from left to right any time you press Primary Attack. This (or the right-hand variation) is the attack Rynn does as she Circle Slashes, and like the right-hand version, it's superb for taking off heads.

Stab

- ◆ Tap Forward and press Primary Attack



Fig. 3-27. The Stab is the most basic and useful of the special moves.

Rynn thrusts her weapon straight at her opponent, plunging it into whatever body part is at chest level. This move can keep an advancing enemy on its heels or can interrupt it in mid-attack.

Crouch Stab

- ◆ Tap Forward, hold Down, and press Primary Attack

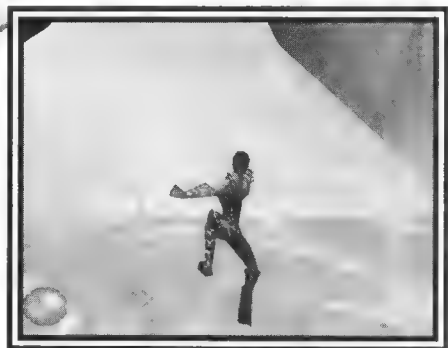


Fig. 3-28. The Crouch Stab is a strong move (especially with Spiders and Scavengers) but you must tap Forward before you go into your crouch.

This move is the same as the basic Stab but it's done from the crouching position. Be careful not to tap Forward while already crouching because this causes Rynn to roll forward into her opponent—not a good idea.



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Sidestep Right Stab

- ◆ Tap Forward, tap Strafe Right, press Primary Attack



Fig. 3-29. Shuffle to the right.



Fig. 3-30. Stab from the side.



Fig. 3-31. But make sure your foe isn't wearing a shield on the left, or you'll just hit steel.

Rynn sidesteps a quarter turn to her right around her opponent and stabs. This slows your foe by forcing him to turn to face you.

Spin Left Cut

- ◆ Tap Forward, tap Strafe Left, press Primary Attack



Fig. 3-32. Rynn spins to her left...

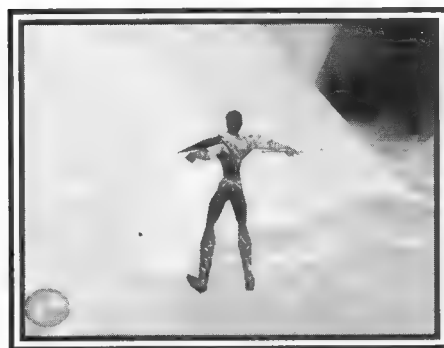


Fig. 3-33. ...and cuts across her foe's tender throat.

Rynn spins to her left, making a quarter turn around her enemy, and slashes at shoulder level. Don't use this move if your foe has a shield on its right arm. It's great, however, for cutting off sword arms at the shoulder.

Triple Spin Attack

- ◆ Tap Back, tap Forward, and press Primary Attack

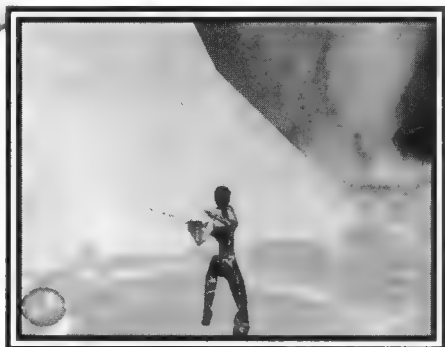


Fig. 3-34. Three hits in one!



Fig. 3-35. Use it often, use it well.



Fig. 3-36. When you come out of it, be ready to retreat.

This is, by far, Rynn's most damaging and most effective special attack. It begins with a slash to the left, then a backhand slash to the right, then a full spin with a final slash as she comes around. Opponents can avoid all three slashes by ducking or retreating after the attack begins. Rynn won't adjust if the target moves, so she's vulnerable once the move begins.

Chapter 3: General Strategies

Back Slash

- ◆ Tap Forward, tap Back, press Primary Attack



Fig. 3-37. About face...



Fig. 3-38. ...and take that!

Rynn swings her blade from left to right and, as it comes around, performs a half turn to face the opposite direction. Great for hitting opponents in front or behind. Blade does a nearly 270-degree arc to hit anyone in the way.



Double Jump Slash (a.k.a. “Skull Splitter”)

- ◆ Tap Jump, tap Crouch, press Primary Attack

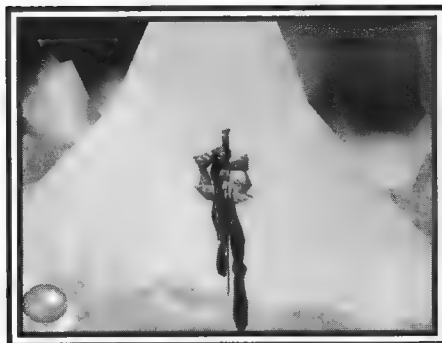


Fig. 3-39. A high jump.

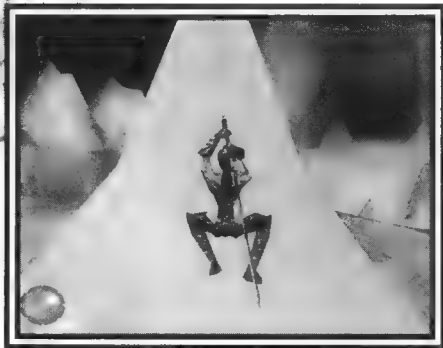


Fig. 3-40. The first cut.

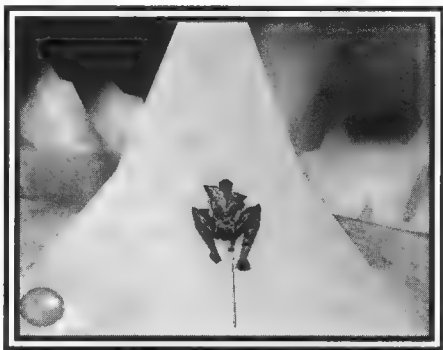


Fig. 3-41. And one for the road.

Rynn leaps high in the air on the first two keystrokes. If you press Primary Attack while in the air, she slashes down with her weapon, flips, and slashes down again. The height at which you press Primary Attack dictates when the slash begins. The earlier you press Attack, the higher the jump will be and the higher Rynn will begin her attack. If the enemy is shorter than a Wartock, the attack is over before Rynn is low enough to make contact.

To attack shorter foes, wait to press Primary Attack; you may not, however, get the second slash before Rynn lands. This move does staggering damage if it hits (up to three times the weapon's stated damage).

Playing on Dragonback

About one-third of *Drakan* is played on dragonback, so you have to be just as proficient with airborne attack techniques as ground-based ones. Flying on and fighting with a dragon is easier than you'd think.

Navigating

Mounting, Dismounting, and Calling

Rynn spends much of the game climbing off or on Arokh's back.

Mounting can be done either automatically or manually. If you select Automatic Dragon Mounting in the Control Options, Rynn jumps into the saddle whenever she gets close enough to Arokh's front. If you don't select this option (and I recommend you don't), you must approach Arokh and press the Dragon Action key to mount. If you aren't close enough to the dragon, Rynn attempts to summon him instead when the Dragon Action key is pressed.

To dismount, land Arokh and press Down (Rynn's Crouch key). Rynn dutifully jumps to the ground.

When you wish to summon Arokh to Rynn's current position, press the Dragon Action key. Arokh won't come if he's in a place where he can't fly or is blocked in some other way. If you're too close to him when you call, he rather patronizingly comments on your laziness.

Taking Off and Landing

To take off, press and hold Up (Rynn's Jump key).

To land, press and hold Down until Arokh sets down on solid ground.

Climbing and Diving

To climb, press Up and hold it until you reach your desired altitude. You also can climb by pointing Arokh's nose skyward and pressing Forward.

To dive, point Arokh downward and press Forward. You can reduce altitude without diving by holding Down.

Banking and Rolling

To bank, hold Forward and roll your mouse to one side or the other (or hold Turn Right or Turn Left) and Arokh tilts and flies sideways.

To roll, continue moving the mouse to the side or hold down one of the Turn keys.

Sneaking

Like Rynn, Arokh can sneak around as he walks. Hold down the Sneak key and Arokh steps more gently and quietly.

Auto-Firing

Arokh is a fiercely loyal friend and will defend you if you're attacked when he's nearby. If an enemy approaches Arokh when you're on foot, the dragon opens fire on the aggressor.

This tendency can be used strategically. If you're outnumbered, call Arokh; he'll fly in and roast your pursuers. Also, you can lead enemies back to where Arokh is parked, creating a fiery booby trap.



A couple of warnings. Although he usually shouts a quick heads-up to you if you're in his way, Arokh will attack even if you are in danger of being hit. Heed his warning and try to stay away from the business end of the dragon. Second, if another dragon attacks Arokh, he'll take off without you to engage his attacker. Though he's good on his own, Arokh is more effective with you controlling him; prevent him from engaging in air combat without you.

Fighting

Using Dragon Breaths

Dragon breaths are acquired throughout the game and each gives Arokh a new weapon to wield. However, Arokh has a finite supply of power that is expended with every attack. While breath power regenerates over time, you have to be mindful of the Breath Indicator (lower right corner of the screen when atop Arokh), especially when using more powerful breaths (such as Magma Breath). The breath power supply applies to *all* breaths; switching breaths doesn't automatically give you a full charge.

To switch between available breaths, press the Next Weapon or Previous Weapon keys while on dragonback. Consult the Arsenal chapter to identify which breath corresponds to which color.



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Primary and Alternate Attacks

Each breath has two attacks. The first, activated with Primary Attack, launches a single ball of breath. The amount of power each breath consumes and its rate of fire differ from breath to breath.

The second type of attack, launched by pressing Secondary Attack, is more powerful but slower and more draining than its primary counterpart. These alternate attacks can range in effect from suppressing mists of fire to a trio of swirling balls of lava. Use these attacks cautiously because their slower attack speed increases your chances of missing your mark and their large power price tag may leave you unable to attack again quickly.

Crosshairs

When activated in the Graphics Options screen, the Dragon Crosshairs provide a very useful guide when fighting with Arokh. You get a much better idea of where your attacks will land (making leading possible), a particularly useful advantage with the powerful but costly alternate attacks. Most players should activate this feature.

Leading

With all types of breath, you must learn to lead with your attacks because dragon-to-dragon combat is almost never conducted at close range or from stationary positions. To lead, aim ahead of your target in the direction you anticipate it will go.



Fig. 3-42. To lead a target, aim your crosshair ahead in the direction your target is travelling.

Several considerations affect the amount of lead necessary. If you're using basic fast fireballs, you won't need to lead your opponent by very much. If, on the other hand, you're targeting with slower projectiles (ice balls), you'll need to add considerable lead distance. Other important factors are the distance to your opponent and his flight speed.

Leading is a matter of timing and practice. You'll quickly get a feel for the skill after a few battles. Remember that targeting a moving, flying dragon is difficult. It's sometimes best to use a weaker, faster projectile rather than the more devastating secondary attacks or higher-level breaths. The ability to fire quickly without having to precisely aim your shots or worry about power drain is very valuable in battle.

Strafing

A moving target is hard to hit. This is especially true in dragon combat. Never stop moving during a battle! Always Circle Strafe your foe by holding one of the Strafe keys while using your mouse to keep your foe in the middle of the screen.

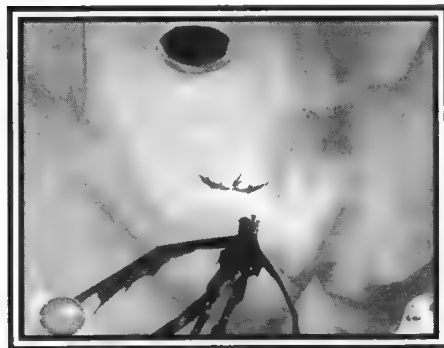


Fig. 3-43. Changing direction allows for multiple hits if you switch while leading your target; the enemy will be hit by your lead shots and will get nailed as it changes direction to pursue you.

Remember that your enemy (AI or human controlled) will be doing the same to you, so change direction often and erratically. Although moving laterally isn't the only choice, it's the most effective. Climbing, diving, or merely changing altitude are easier to anticipate and

make you more vulnerable. You may, however, combine strafing with vertical movement to change altitude while fighting.



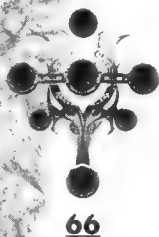
Fig.3-44. Finally, you can strafe in opposition to your target as well. If your enemy is flying to your left, strafe right and lay down a constant line of fire which, if all goes well, will hit in succession.

To review: Never stop moving until your target plummets lifelessly to the ground.

When on the ground, Arokh can still attack distant foes using his breath attacks. When an enemy is at close range, pressing the Attack keys commands Arokh to bite his attacker instead.

Biting inflicts considerable damage, and there's a high probability that your foe will be summarily dismembered.

Because biting leaves Arokh vulnerable to attack by enemies with no projectile attacks, it's always preferable to bomb such enemies from the safety of the skies.



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Skill Levels

A final word before you embark on your quest. Pick your skill level carefully because you'll be stuck with it for the duration of the game. The different skill levels change the amount of damage done to you and by you.

Selecting Easy skill level reduces damage to Rynn by 25 percent (compared to Normal skill level) and increases damage done by Rynn by the same amount.

In Normal skill level, all damage to and by Rynn is full power.

Picking Hard skill level raises both damage inflicted and damage taken by 28 percent.

If you're concerned about your ability to fight in hand-to-hand or airborne combat, select the Easy mode until you get the hang of it. Most players should try Normal skill level initially because it's most appropriate to the widest array of gamers.



Part Two





DRAKAN

Order of the Flame

Prima's Official Strategy Guide

Walkthroughs



Chapter

4

Walkthrough: Mountain World

Introduction

The four episodes of Mountain World introduce you to your virtual alter ego, Rynn, and her dragon companion, Arokh. You'll also learn the history of the so-called Order of the Flame and what its long-sleeping story may have to do with the destruction of Rynn's village.

These episodes serve to teach you the basics of fighting, flying, and puzzle-solving that will become your survival tools in the worlds to come. Explore widely and experiment liberally — save often before trying something risky. The finer your skills, the more exciting your impending adventure will be.

In Mountain World, you progress through each of four episodes: the Ruined Village, the Wartock Canyons, the Grimstone Mines, and the Grotto. In this world, your path is simple; there's no need to return to previously completed episodes. This won't be the case in subsequent worlds.

The Ruined Village

Objectives

- ◆ Get Atimar's Key from the Tavern basement
- ◆ Get the Sacred Book from Atimar's House
- ◆ Find Catacombs below the Temple
- ◆ Find Heron's Soul Crystal
- ◆ Awaken Arokh

Items

- | | | |
|-----------------------|-------------------|---------------------|
| ◆ Atimar's Blade | ◆ Health Elixirs | ◆ Magic Short Sword |
| ◆ Mace | ◆ Club | ◆ Rusty Chain Mail |
| ◆ Invisibility Potion | ◆ Iron Hammer | ◆ Potion of Life |
| ◆ Rusty Axe | ◆ Worn Long Sword | ◆ Worn Chain Mail |
| ◆ Arrows | | |

Enemies

- | | | |
|--------|-----------|--------------|
| ◆ Orcs | ◆ Spiders | ◆ Scavengers |
|--------|-----------|--------------|





Fig. 4-1. Map of the Ruined Village.

- | | |
|-----------------------------|------------------------------|
| 1. Scavenger Cave | 11. Atimar's House |
| 2. Outhouse | 12. Cave #1 |
| 3. Secret Cave to Tavern | 13. Dead Tree |
| 4. House #2 | 14. Orc Boxes |
| 5. Start | 15. Graveyard |
| 6. House #1 | 16. Entrance to Arokh's Lair |
| 7. Temple | 17. Rock Traps |
| 8. Tavern | 18. Cave to Orc Camp |
| 9. Secret Passage to Tavern | 19. Passage to Arokh |
| 10. Passage from Temple | |

Walkthrough

Strolling into the outskirts of their home village, Rynn and her feisty little brother, Delon, are accosted by a company of ill-tempered beasts.

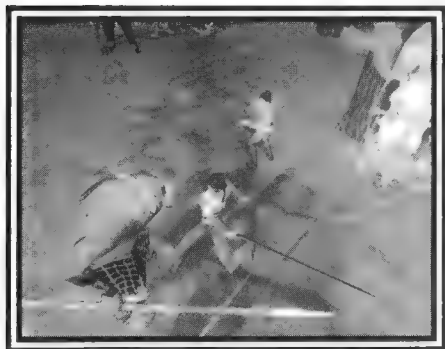


Fig. 4-2. Rynn beats the first wave, but there are too many of them.

In the ensuing fight (which you watch rather than participate in), Rynn is left for dead as the rough beasts close in on her young charge. The horde descends on the village, burning it nearly to the ground and slaying many of its residents.

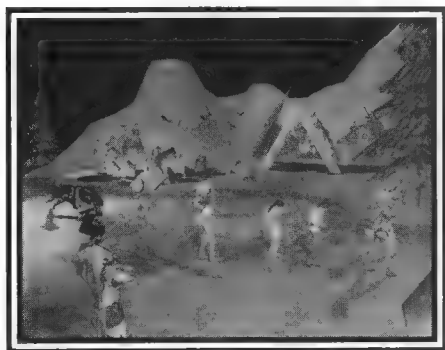


Fig. 4-3. Everyone in the village is either killed or captured.

You awaken, dazed, to find everyone and everything you knew gone. A voice calls to you, and you run to aid the wise and aged Atimar. He informs you that to unravel this mystery and find Delon, you must resurrect the legendary Order of the Flame and find someone named Arokh.



Fig. 4-4. Listen well to Atimar, your future is contained in his dying words.

You take note of Atimar's instructions, a bit incredulous but knowing nowhere else to turn, as he expires from his wounds. Well, first things first...

Get Atimar's Key from the Tavern Basement

You begin your quest near the northwest corner of the map (press the Tab key to check your map at any time). There's nothing in the house directly in front of you, so skip it.

Turn around from the fallen Atimar (to face northeast) and draw your only weapon (for now), a unique Short Sword called Atimar's Blade that should keep you alive for now. Follow the path through the village to the north toward the sea.

Atimar's Blade



- ◆ Armor Piercing: No
- ◆ Damage: 5
- ◆ Durability: Indestructible
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Sec. Attack: Block

Atimar's Blade is your basic weapon. It is always available to you, but can be thrown away. It's fast but not terribly damaging. The best use for Atimar's Blade is breaking open barrels and boxes—why waste more effective weapons on harmless wood when you can use this indestructible sword?

Note

The tavern is actually just to the south of where you stand. You *could* go there directly, but there's a more efficient way to attack this first quest. By trekking north, you will find a secret entrance that gains you access to the entire Tavern basement in just one visit.

As you walk away from the house, you are accosted by your first Orc. Dispose of him and head north up the dirt path.



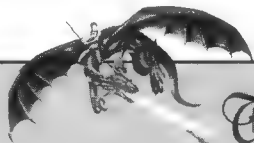
Fig. 4-5. Fight off your first Orc and head north towards the sea.

You come to a T-intersection in the path (a burnt-out house is in front and to your right). Turn right here toward a large house guarded by a single Orc.

Sneak up on the guard, staying as much as possible in the cover of shadow, and cut him down.



Fig. 4-6. When you come to this burned-out house by the sea cliff, go right to get a Health Elixir and left to find a secret cave to the Tavern basement.



Tip

Not all barrels and boxes contain goodies. Because using a weapon on these containers decreases the weapon's lifespan, you should avoid wasting precious iron on the empty ones. Always use the indestructible Atimar's Blade to bang on stuff.

Enter the house (House 1) and have a look around inside. On a bookshelf, you spy a vial of red liquid—a Health Elixir (grants about one-quarter full health when consumed). To add it to your inventory, approach the bottle and press the Use key—Rynn will pick up the bottle and stow it for later.

Leave House 1 and head west toward the burning house (House 2). When you arrive, look to your right toward the sea.

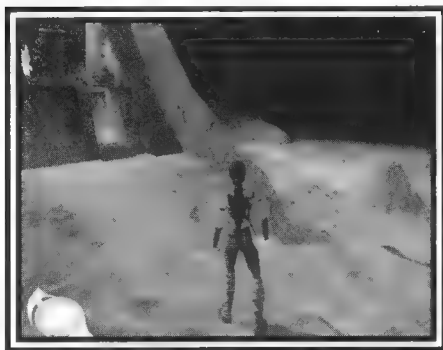


Fig. 4-7. As you approach the burning house (House 2), you can see a rock outcrop below. Slide down to it for a sword, Elixirs, and a secret cave.

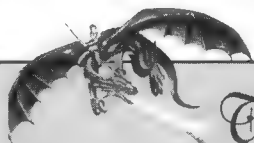
Slide down the gentle slope to the water's edge and travel northeast to a small outcropping of rock connected to the mainland. Here, gather three Health Elixirs and a Magic Short Sword.



Fig. 4-8. A Magic Short Sword and three Health Elixirs await in this stash. The secret entrance to the cave is directly south of the skeleton.

For a secret, jump into the water and swim west along the coastline. When you are able to, climb ashore and look for Duncan's Battle Axe (25, 15/150, Slow, Medium) stuck in a log. Then go back the way you came.

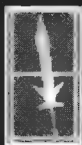




Tip

To collect any object on the ground (inventory space permitting) just walk over it. If, however, it isn't on the ground (it's in a cabinet or on a shelf) press the Use key to instruct Rynn to get the object. If you can't pick up the object because your inventory is full, you must make room by removing something from your pack.

Mithril Short Sword



- ◆ **Armor Piercing: Yes**
- ◆ **Damage: 10**
- ◆ **Durability: 100**
- ◆ **Speed: Fast**
- ◆ **Range: Short**
- ◆ **Sec. Attack: Block**

This blade is the same as the basic Short Sword (quick and short) but with double the damage and a very useful armor piercing ability. Save this weapon in the early levels for any Orc and Wartocks wearing metallic armor.

To the south, you see an opening in the rock. Enter it carefully. Inside this secret passageway are several fairly nasty giant Spiders. Although these beasts aren't too hard to dispose of, they can be easily outrun to preserve your health. Run through the cavern, hopping over Spiders, until you get to a body of water.



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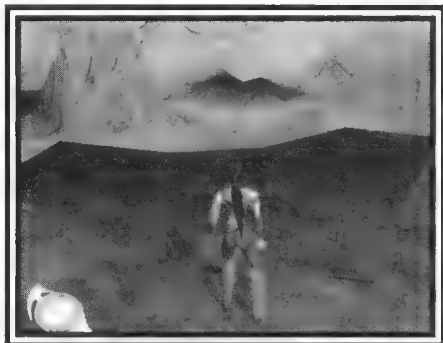


Fig. 4-9. Dive into the water and swim toward the opening ahead and to the right.

Dive into the water and swim to the southeast, where another path leads out of the water.

Walk a short way up the path to another pool of water. Dive into it, and follow it until you can surface again.

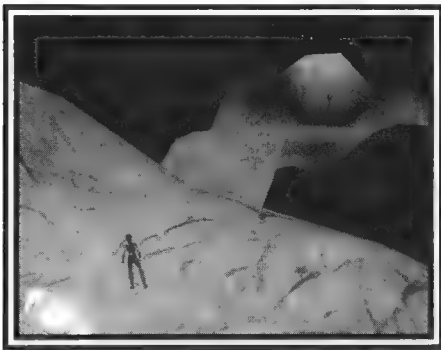


Fig. 4-10. Dive into the pool and follow the underground stream. Watch the surface for your exit point.

Hop out of the water onto a path and kill the brace of Spiders waiting for you.

At the end of the path, pull the large lever by facing it and pressing the Use key. This switch opens the bars in front of you—if you are lucky the Spiders beyond it will kill the Orc inside for you—proceed inside and bear

right toward a row of beer barrels. You probably want to kill the Spiders in this room to give you time to poke around unmolested.

On a table, you find the silver key that will open Atimar's house. Pick it up by pressing the Use key. Congratulations, you've fulfilled your first objective.



Fig. 4-11. Grab the key to Atimar's house. Don't forget to smash barrels in this room for Health Elixirs.

Get the Sacred Book from Atimar's House

Two of the barrels to the left of the table contain Health Elixirs. Next, splinter the barrels on the opposite side of the room for another Health Elixir.

Approach the closed iron door and pull the lever next to it. Slice up the Orc pacing to the right of the door.

Hop up the stack of boxes here to reach a high ledge. Here you will find a Mace and, in a barrel, a Health Elixir.

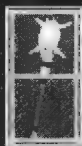


Fig. 4-12. Scale the boxes for a Mace and some extra health.

Leap back down to the ground and proceed through the cave. Just before the doorway, a barrel on the right contains a Health Elixir.

Run through the door and stab the drunken and unarmed Orc. Climb the stairs to enter the Tavern's warm main room.

Club



- ◆ Armor Piercing: No
- ◆ Damage: 7
- ◆ Durability: 25
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Sec. Attack: Block

A poor man's Mace. It works just the same as a Mace for damage, range, and speed, but it shatters rather promptly with its low durability. You'll find one in the game's very early stages, so use it until better things come along. Don't leave it behind.

Snoop around behind the bar to nab a Club. While you're here, climb the stairs to snoop around in the guest rooms. Enter the first room and get a Health Elixir on the bookshelf. The other room is empty, so return to the bar.



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Fig. 4-13. Get the Mace behind the bar for some extra hurt. Don't waste it on barrels, though.

Leave the bar through the foyer and you find yourself in the middle of your torched village again. Two Orcs are just outside looking for you. Sneak up on both and whack them with your new Mace—one leaves a Health Elixir.



Fig. 4-14. Go left as you leave the Tavern to find a secret area.

Turn left as you leave the Tavern and follow the dirt road that seems to go nowhere. As the road winds west, you see a pair of Scavengers run down and kill an Orc. Now it's your turn. Chop both Scavengers to ribbons, enter the Scavenger Cave, and rob one of the skeletons of its Rusty Chain Mail. There's not much life left in it, but it'll do for now.

Chapter 4: Walkthrough: Mountain World



Fig. 4-15. As you leave the cave, keep an eye out for a ridge leading up the wall to the right.

Leave the cave, walk a few paces, and turn right up a long ramp leading over the ridge. Kill any Scavengers guarding the path and approach a broken bridge.

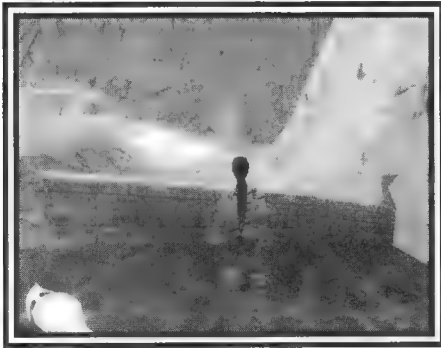


Fig. 4-16. Standing on the bridge, you can see a small pass to your right. Dive into the water and swim along the bottom until you can climb up on shore.

You can't cross the bridge, but a swim might do you good. Hop in the water and swim to the right (toward the cave) until the current won't let you go any farther. Turn right and climb the low shoreline.

Walk straight ahead until you see a small Orc leaving an Outhouse. Kill him for a Potion of Invisibility and a Health Elixir.

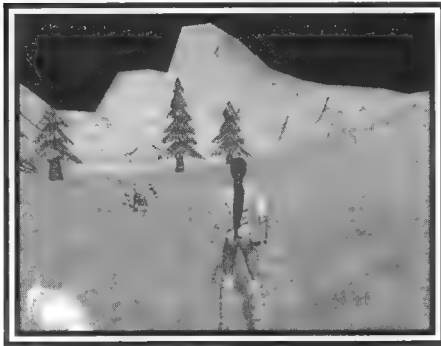


Fig. 4-17. This little guy has quite a stash of potions. After you're done with him, climb the hill to the right to get back to the Scavenger's Cave.

Southeast of the Outhouse, a low area in the rock wall is your return to the Scavenger Cave. Fight off any Scavengers that have infested the area and return to the Tavern.

Turn south and follow the path leading past the Tavern and out of the village. A Scavenger waits for your Mace.

As you emerge into an open clearing, you see a survivor of your village being cut down by a lone Orc. Promptly avenge his death and pilfer the beast's Health Elixir.





Fig. 4-18. When you see this grisly sight, do the right thing, then turn right to cross the river to Atimar's House.

Turn right at the intersection and cross the stone bridge across the river.

Turn left and follow the path toward Atimar's house. As the house comes into view, you notice an opening in the wall to your right. A Scavenger is feeding on the remains of one of your kinsmen. Cut the nasty

creature to ribbons before proceeding further.



Fig. 4-19. This must be the place. Press the Use key to unlock the door and head inside.

Walk toward Atimar's house. When you reach the locked door, press the Use button to pick out the key and unlock the door. Be sure to grab the Potion of Life on the shelf. Next, approach Atimar's desk and pick up his book by pressing the Use key. Taking this book satisfies your next objective.

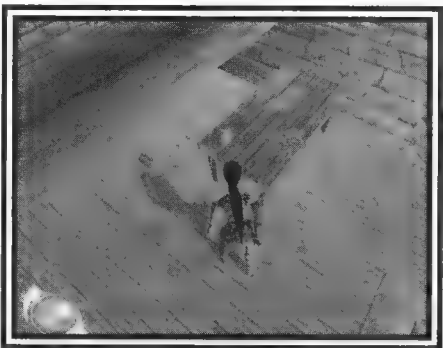
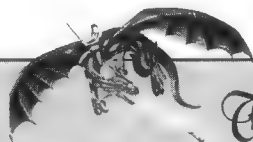


Fig. 4-20. Reading really is fundamental with this magical tome. Add it to your inventory and move on to your next objective.

Find Catacombs below the Temple

Be ready to fight as you exit the house; two hungry Orcs await your return. Dispatch them to their foul creator and return to the bridge.



Tip

When fighting multiple enemies, make sure to face only one of them at a time. You can accomplish this by moving constantly and putting your immediate target between yourself and any other beasts—this requires other attackers to walk around your immediate foe, giving you time to take care of business. You also can move between foes so they hit each other; often a fight to the death ensues, leaving you to polish off the survivor.



Fig. 4-21. These Orcs can be tricked into fighting each other if you get between them and jump away when one attacks. If they accidentally hit each other, stand back and watch the brawl.

Cross the bridge, follow the path up to the lamp-post (near the fallen villager), and turn right. Be ready to fight a newly arrived Orc.

Move east to an overturned cart and do battle with two more Orcs—one of them gives up a Health Elixir.



Fig. 4-22. Mow down the series of Orcs guarding the path to the Temple. Be careful in the tight confines of this pass, where evasive maneuvers become more difficult.

Continue following the pass east and north until you come to another Orc. Beware the tight confines during this fight—jump and retreat often. Take his Potion of Life and continue down the pass.

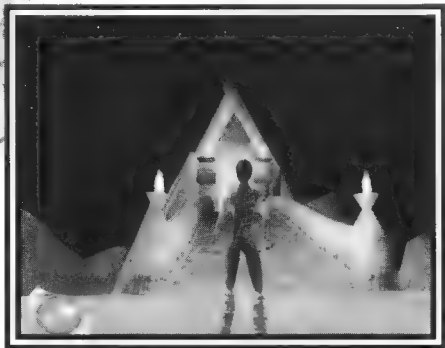


Fig. 4-23. Head inside this ancient temple to achieve your next objective.

Finally, you arrive at the Temple of the Order of the Flame. Cross the bridge and enter its impressive gates as they open to welcome you.

Proceed behind the altar. Note the bookstand bears the same icon as the Sacred Book you fetched from Atimar's House. Stand in front of the bookstand and press the Use key to pull out the book and place it on the stand.

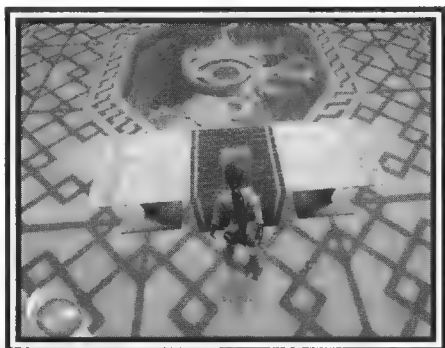


Fig. 4-24. As you place the book on the altar, the floor opens, pointing the way.

The floor opens. Walk down the spiral staircase to an ancient text and the entrance to the Catacombs, fulfilling the next objective.

Find Heron's Soul Crystal

Here you are told the mysterious history of the Order of the Flame, the rise of the evil Dark Union, and the war that was believed to have destroyed them both. You also hear of the mysterious Rune Blade; the dragon hero, Arokh; and his human rider, Heron.



Fig. 4-25. The Dark Union's Master, Navaros.

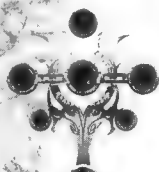




Fig. 4-26. Heron wielding the Runeblade.



Fig. 4-27. The Rift opened by the death of Navaros.

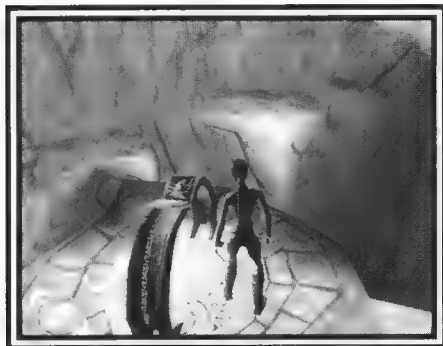


Fig. 4-28. Run and jump from the book platform to the ledge along the wall. Descend to find the Catacombs.

From the platform, turn to face a rocky ridge below. Jump from the platform to this ridge and proceed down.

Entering the Catacombs, you encounter a series of five swinging blades over a narrow land bridge. Approach the first blade (which is moving at a moderate pace with a long stroke) and run past it as it goes by.



Fig. 4-29. A close shave awaits if you try to rush through here.

The next blade has a very short and fast stroke. Again, get as close as possible and run forward as the blade passes. Be quick.



Tip

Adjust your camera view to look down on Rynn. This allows you to see more clearly how close she is to the blades. Get as close as possible without making contact to give yourself the best chance to clear the blades safely.

The third, fourth, and fifth blades move at various speeds and angles, so repeat the process with care until you are clear of the fifth blade.

Follow the hallways until you arrive at a large chamber. Around the circle at the 9 o'clock, 12 o'clock, and 3 o'clock positions (with you at the 6 o'clock spot) are three step plates that depress when you stand on them. The problem is, only two can stay down at any time—to depress all three, you must put weight on *one* of the three plates.



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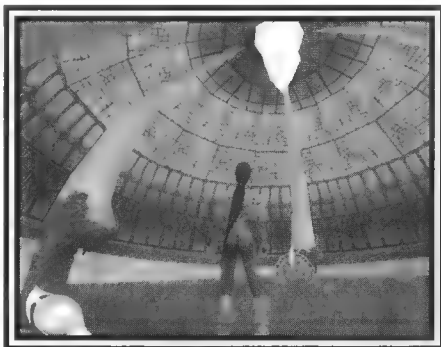


Fig. 4-30. A brief inspection of this chamber should reveal how to get to the sarcophagus in the middle of the room.

Note that each plate is backed by a statue except the one at the 12 o'clock position. Here there's only a large statue base. Slide this base onto the step plate by moving toward it. Next, step on the two remaining plates (first the 3 o'clock and then the 9 o'clock). The lights on the statues go out when you've correctly activated the switches.

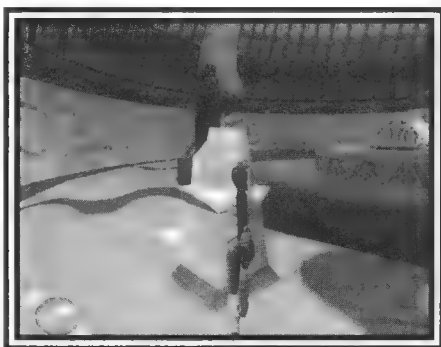


Fig. 4-31. Push the broken statue podium onto the plate at 12 o'clock to hold it while you activate the other two plates.

When the sequence is completed, a platform rises, allowing you access to the center of the circle. Here you find Heron's sarcophagus and his Soul Crystal. Grab the crystal to complete your next objective.

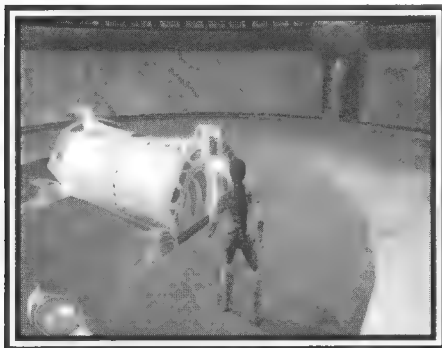


Fig. 4-32. Grab Heron's Soul Crystal and a hidden stairway will form, leading you below.

Awaken Arokh

When you get the crystal, a stairway forms, leading to the bottom of the well. Follow it to a hallway and an elevator. Ride the elevator to the surface.

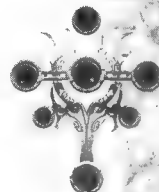
Pass through the small opening to find a rope bridge spanning the river. Cross the bridge, turn left,

and hack up the Orc guarding the other side. Kill him before he summons others to help. Follow the path and go toe-to-toe with yet another Orc.

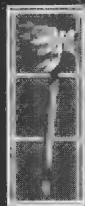
You now find yourself in a clearing with a stack of boxes. When you walk by the boxes, another Orc will come to say hello. Take his Health Elixir.



Fig. 4-33. Climb up to this cave for a stash of useful stuff. Ignore the Orc Campground for now.



Iron Hammer



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 25
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Sec. Attack: Block

Battle Hammer Lite. This version of the more common weapon is slow and only has half the punch and 1/6th the durability. Still it's better than anything you're packing now, so make use of it.

Follow the path until you see a cave opening on the right. Climb the ridge up to it and enter the cave. Crouch to fight off a ravenous Scavenger. Continue until you emerge on a high ledge, where a Potion of Life and an Iron Hammer await by a fallen skeleton.



Fig. 4-34. Nab this stash and then go watch the boxing match in the distance.

Slide back down to the ground and approach the Orc Campground to the north. Watch their boxing match until one of the participants is killed. Attack the camp, take out the two armed Orcs, and then waste the unarmed boxing match winner. One of your fallen foes gives up a Health Elixir.

Rusty Axe



- ◆ **Armor Piercing:** No
- ◆ **Damage:** 12
- ◆ **Durability:** 35
- ◆ **Speed:** Slow
- ◆ **Range:** Medium
- ◆ **Sec. Attack:** Block

The Rusty Axe is as valuable as its name suggests. Weaker than the standard Battle Axe with only a fraction of its life span, the Rusty Axe will still come in handy.

Take a Rusty Axe from atop a log in the camp, but leave everything else alone. Take note of the barrels with red markings; these are explosives and don't take well to being hit. Keep this in mind as you explore in the future, unless you like being blown to bits.

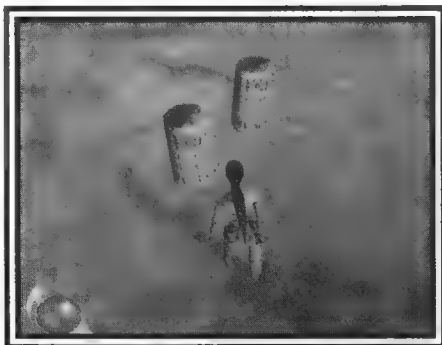


Fig. 4-35. Note these explosive barrels. Avoid striking these in your trials to come.





Note that you also can use explosive barrels to your benefit by detonating them with projectiles.

Continue down the path until you see a large dead tree to the north. Approach this tree, waiting for the Orc on the opposite ridge to take notice of you, and push the tree over by walking into it. It will fall and crush your Orc pal.

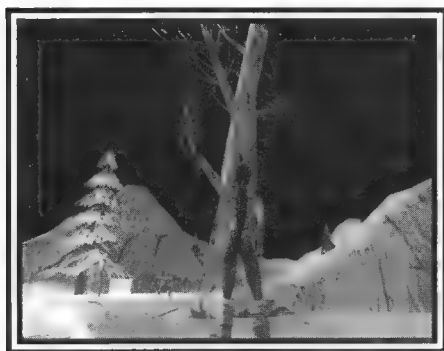


Fig. 4-36. Push this dead lumber over to make a path and clear out the opposite ridge.

Before crossing the tree, turn around and look down the ridge behind you. Two large boulders sit high above some Orcs below guarding a trio of explosive barrels. Hmmm. Push the rocks over. If you're lucky, they kill (or at least injure) all the Orcs, saving you trouble later.

Jump on the tree and cross the gorge. Follow the path to the northeast, where you must slide down a short hill to continue. As you reach the bottom, an Orc immediately becomes aware of you and attacks.

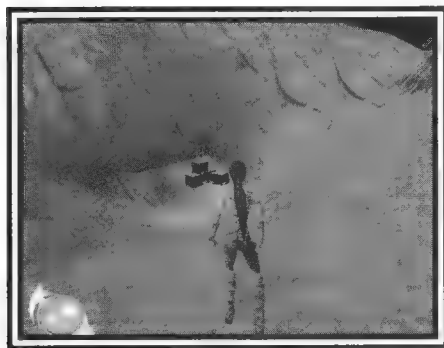


Fig. 4-37. Head down this hole in the ground to continue.

Find a cave leading out of this clearing and descend into it. Dice and slice the Orc that guards the passageway (and swipe his Health Elixir). Scale the stack of boxes to a high ledge and get a quiver of Arrows (10). Drop back to the floor and follow the pass until it opens in another clearing.

Puree the Orcs waiting at the head of the clearing, pocket the Health Elixir, and climb the path that ascends to your left. Atop this path, another bridge leads across the river, but beware the gaps in this ill-maintained conveyance.



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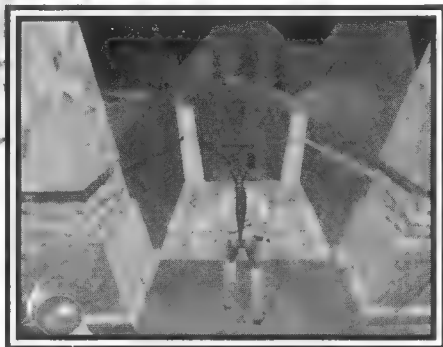


Fig. 4-38. Jump over the gaps in this bridge to make your way across.

Cross the bridge, leaping over the two gaps. Once across, immediately eviscerate the approaching Orc. Descend the ridge, and duel with the pair of Orcs hanging out by the explosive barrels (if you didn't do them in from above).

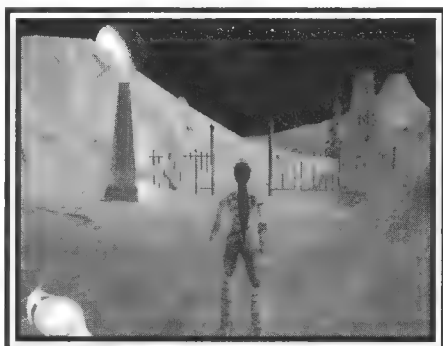


Fig. 4-39. Pass through these gates to get to the graveyard.

Proceed southeast to a stone bridge, but don't cross it yet. Instead, turn right and go up a hill through an iron gate (marked by two large stone obelisks). Proceed down the path to a graveyard.



Fig. 4-40. Scale this small ledge for some new arms.

Before walking amid the tombstones, however, climb the small ridge off the right where a Worn Long Sword and a Health Elixir have been abandoned by the accompanying skeleton.

Walk through the graveyard and through the large stone entrance in the rock wall. As you stroll down the hall, note the statues off to the side—the one on the right holds a Potion of Life.

Continue down the passage and down the staircase to an open courtyard. As you emerge, be ready to deal with an ornery Scavenger. Once it's dealt with, nab the Fire Crystal sitting atop a podium.

Return to the stone bridge (cutting down the Scavenger on the way) and cross the river. Turn left and climb the ridge until you come to a cave entrance. Spelunk into the cave. When you emerge, halve the two Orcs waiting to the left.

Worn Long Sword



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 30
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Sec. Attack: Block

This heavily used Long Sword is a real find, but it won't last long.

The path to the right is inaccessible because of a seriously damaged bridge. Go left instead. Several Orcs patrol this area. Take care of them (one yields a Health Elixir). Cross the passable but still damaged bridge on this side, clearing the only gap.



Fig. 4-41. The twin torches (one burned out) mark the correct bridge.

When you round the bend to the left, an Orc on a hill prematurely rolls a rock down to crush you. Instead, it squishes another Orc. Don't go bounding in yet, however. Another Orc waits to the right with a similar trap; and he's more patient. Walk forward, looking to the right, and jump back when the rock begins to roll.

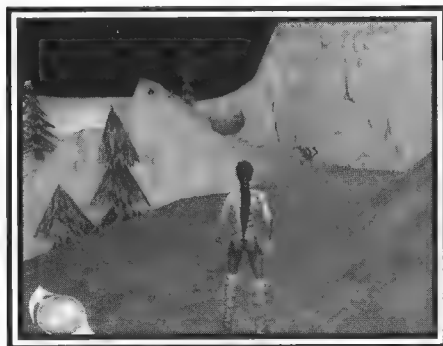


Fig. 4-42. Let this rock trap roll to a stop, then creep forward until another trap comes from the right.

Mince the two rock-rolling Orcs and get a Health Elixir. Follow the trail up to the right and cross the broken rope bridge. This bridge is a tough jump, so time it carefully.

Follow the path to a cave where a Scavenger covers the entrance. Trudge on to where a Scavenger gives up its meal of fresh Orc carcass to give you a piece of its

mind. Hack the Scavenger to pieces and search around the skeleton behind it to find a Health Elixir and Worn Chain Mail (20, 25/100). Turn around, head back to the bridge you just crossed, and climb the hill west of the bridge.

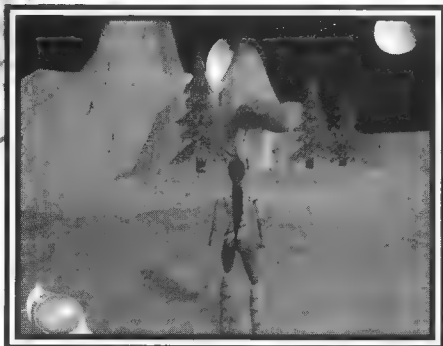


Fig. 4-43. The cave entrance ahead leads to Arokh's lair. Investigate the area to the left first.

As you come over the ridge of the hill, you see a dragon-shaped entrance guarded by a pair of Scavengers. One or both will probably cross the river to meet you. Take care of them one at a time. Once both are cold, walk into the river and turn left. Stroll through the river (don't worry about the Scavengers on the ridges, they won't venture into the water) to a cave entrance on the right-hand shore.

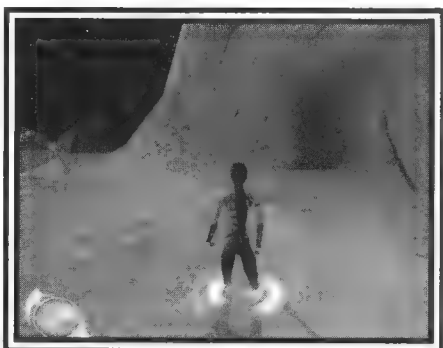


Fig. 4-44. This cave opening leads to an outlying Orc camp and some extra weaponry.

Enter the cave and immediately deal with two Scavengers. As you emerge, an Orc rushes up to block your progress. Proceed into the clearing, where another Orc protects a bunch of barrels (two of which contain Health Elixirs). Grab the Mace leaning against a log.

Return to the dragon-shaped door. If you didn't already deal with the Scavengers guarding the door, do it now, walk through the dragon's mouth, and descend into the cave.



Fig. 4-45. The series of traps shown in this overview are a tricky bunch, but don't be daunted. Great power awaits at the other end.

Walk down the hall until you can see and hear the first trap, a series of swinging horizontal blades. Put your weapon away and get as close as possible to the corner adjacent to the first blade. Wait for it to swing toward you and then, as it returns forward down the hall, run to follow the blade. Once the blade goes into the wall, jump to avoid it as it returns.



Fig. 4-46. The swinging blades are best handled by alternating jumping and ducking.

The next set of blades is trickier. Walk right up to the blade groove on the right-hand wall and center yourself in the hallway. Wait for the lower blade to swing toward you. Then, as it swings away from you, kneel and roll forward under the upper blade. After two rolls, immediately jump to avoid the lower blade as it returns.

The third set looks trickiest of all, but it's not. Stand close to the corner and wait for the lower right blade to pass. Immediately kneel and roll along the left wall until you reach safety at the end of the hall.

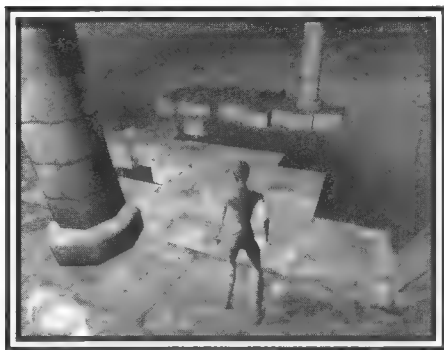


Fig. 4-47. Jump this gap, but be ready to jump a second time because the floor gives way if you land successfully.

The next room requires you to leap across an open gap in the floor. It's not as easy a jump as you'd hope because more of the floor crumbles as you approach the gap. Stand to the right side of the platform and run to leap across. The instant you land, jump again because the floor continues to crumble beneath you.

Once you reach the other side, walk down the hall. As you come to the end of the hall, a large statue of a dragon appears in the distance. Climb down the ridge to the floor of the cavern and scale the altar in the middle of the room. Congratulations, you have found Arokh, the dragon hero of the Order.



Fig. 4-48. Climb down to the bottom of this final well, place the Soul Crystal on the altar, and awaken the mighty Arokh.

Insert Heron's Soul Crystal (by approaching the altar) and bring the mighty Arokh to life. You convince the ancient dragon to bind with you to fight the forces of evil decimating the land.

The Wartock Canyons

Objectives

- ◆ Find the Old Man
- ◆ Clean out Spider Caves
- ◆ Find the Sword of Flame
- ◆ Find the Entrance to the Troll Caves
- ◆ Cross the Northern Range through the Troll Caves
- ◆ Find the Secret Mine Entrance
- ◆ Open Main Entrance to Grimstone Mines



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Items

- | | | |
|--------------------------|------------------|-----------------------|
| ◆ Health Elixirs | ◆ Potion of Life | ◆ Invisibility Potton |
| ◆ John the Monster's Axe | ◆ Arrows | ◆ Long Bow |
| ◆ Chain Mail | ◆ Sword of Flame | ◆ Scale Mail |
| ◆ Flaming Arrows | ◆ Long Sword | ◆ Mithril Long Sword |
| ◆ Battle Axe | ◆ Magic Arrows | ◆ Heavy Bow |
| ◆ Fire Crystal | ◆ Flaming Arrows | ◆ Great Sword |

Enemies

- | | | |
|----------------------|-------------|------------------|
| ◆ Orcs | ◆ Spiders | ◆ Wartocks |
| ◆ Crow Dragons | ◆ Ballistae | ◆ Wartock (Boss) |
| ◆ Crow Dragon (Boss) | | |

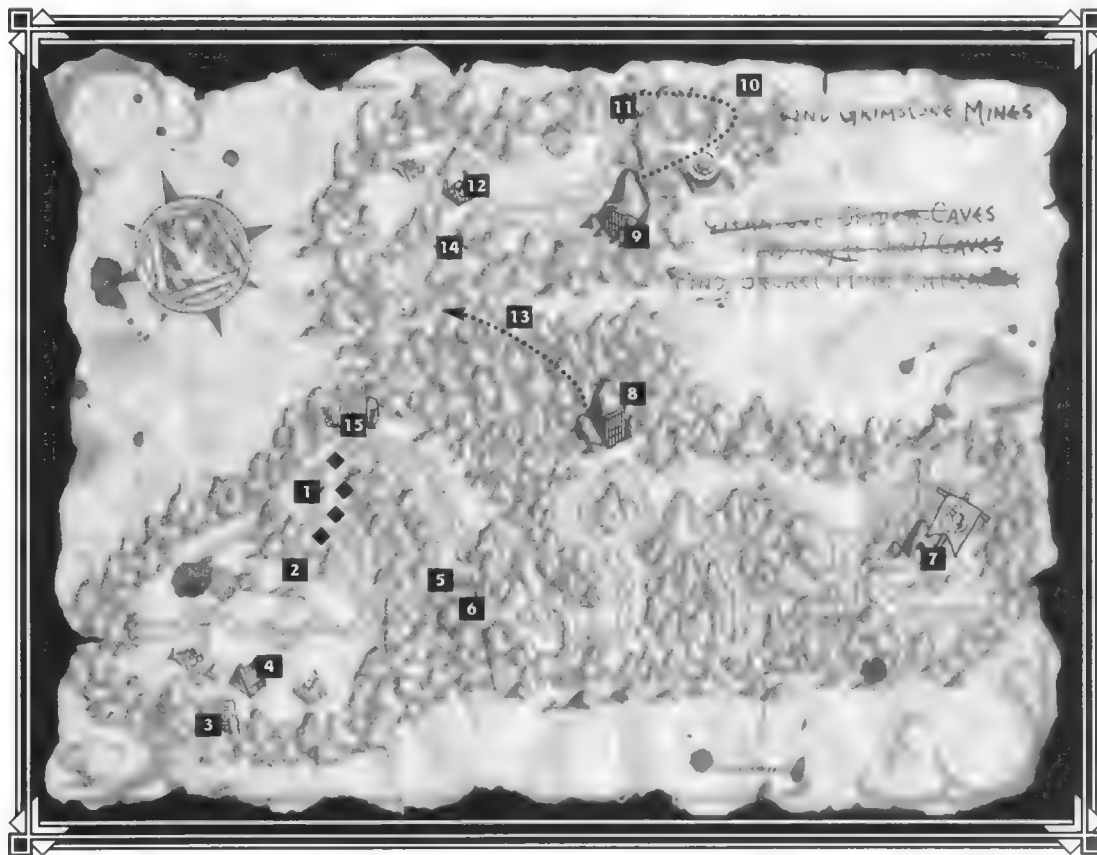


Fig. 4-49. Map of the Wartock Canyons.

- | | |
|-----------------------|--|
| 1. Ballista Alley | 9. Main Entrance to Grimstone Mines |
| 2. Boulder | 10. Passage to Grimstone Mines Main Entrance |
| 3. Spider Cave | 11. Secret Entrance |
| 4. Old Man's House | 12. Dying Man |
| 5. First Arch | 13. Path of Troll Cave |
| 6. Underground Secret | 14. Arrow House |
| 7. Foundry | 15. Fire Sword Cave |
| 8. Troll Cave | |

Walkthrough

Find the Old Man

As the episode begins, you are standing in a cave by a river in the southwest corner of the map. Walk Arokh out of the cave. Immediately, two Orcs trudge up the path toward you. Stay on Arokh's back and fire on the invaders with a string of fireballs. Hop off Arokh and grab the Health Elixir dropped by one of the Orcs.

Follow the river a few yards on the northern shore to a burned-out house. Fire on the waiting Orc to scorch him to a golden brown. To the left of the house, a path leads up the mountain-side. Fly up, following the path until you see a large boulder hiding a cave entrance.



Fig. 4-50. Land, roll the boulder aside, and snoop around inside for a big ol' Axe.

John the Monster's Axe



- ◆ Armor Piercing: No
- ◆ Damage: 25
- ◆ Durability: 12
- ◆ Speed: Slow
- ◆ Range: Medium
- ◆ Sec. Attack: Block

This unique axe is actually just a Battle Axe, but has unprecedented power at the time you find it (early in the Wartock Canyons). Unfortunately, John the Monster got a lot of mileage out of this blade and it is worn down to a durability of 12. Get the most out of its short life. It can cut down an Orc with one swing.

Enter the cave and shred the Scavenger. The skeleton on the floor must be John the Monster because the weapon it clutches is John the Monster's Axe. Return to the boulder, mount Arokh, and head back to the southeast corner where you began.

Chapter 4: Walkthrough: Mountain World

Fly over the bridge and land in front of the burned-out house just across the bridge. Pick up the Health Elixir and hop back onto Arokh. As you pass the bridge, barbecue the Orcs standing in a bunch of pines — don't miss the pair of Health Elixirs hidden among the trees.



Fig. 4-51. Land at this house to receive a worthwhile mini-quest. The Spider Cave is on a ledge behind the house.

Continue east until you see an inhabited house (there's smoke coming out of the chimney). Hop off Arokh and enter the house to chat with an old man who promises to point you to a sword if you exterminate a mine full of Spiders. You begrudgingly agree and he hands you the key to the mine. Explore outside the house for a Health Elixir hidden in a barrel.

Clean Out the Spider Caves

Climb onto Arokh and ascend. Cook the Wartock atop the hill to the east, and look behind the old man's house for the Spider Cave entrance. Land outside the door, dismount, and unlock the door.

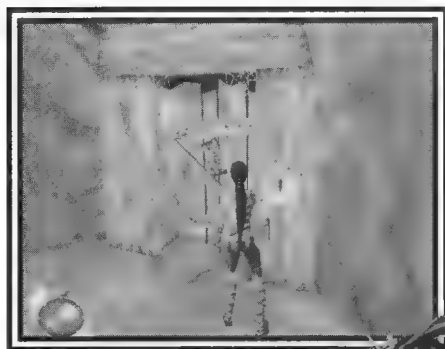


Fig. 4-52. Unlock this door to play exterminator for the old man in the house.

Enter the mine, running and hopping, killing only the Spiders you must.

Tip

Use your Fire Crystal if you're being overrun by Spiders. It's great for torching a bunch of enemies at once.

A short way from the entrance you see a wide gorge. Push over the beam to make a bridge to the other side. Jump on the beam to cross and sprint into the passage beyond.



Fig. 4-53. Timber! Knock this beam over to traverse the gorge.

Shortly, you come across a stack of boxes and barrels. Atop the barrel is a quiver of Arrows (10) and a Long Bow. One of the barrels contains a Health Elixir.

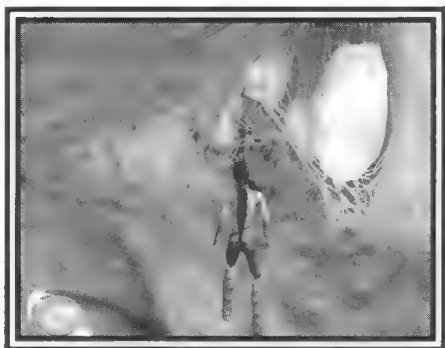


Fig. 4-54. The Queen Spider. You can't enter her throne room, but there's a way to polish her off.

Continue down the hall past a Wartock encased in Spider webs and a glimpse of the giant nest that fills the center of the cave. Ascend the path to a bunch of barrels (some containing Health Elixirs) and turn left.



Fig. 4-55. Note the odd bit of wall behind the barrels. Slash at it to find a secret area and a nice weapon.

Note

Secret: Turn right at the barrels and cut at the odd piece of wall. Eventually, it breaks and reveals a skeleton holding a Scimitar.

At the top of the passage, a hole in the floor leads to the nest and a gigantic Queen Spider (best to stay out of *there*).



Fig. 4-56. The hole leads back to the Queen's lair. Note the odd setup ahead with the explosive barrel. It could be useful. Don't forget the armor on the table.

Walk around the hole and pick up the Chain Mail on the table against the wall.

Notice the board set on a crate with an explosive barrel on the end. Looks like a teeter-totter, eh? Climb to the high end of the board and jump to launch the explosive barrel into the nest, killing the Queen Spider.



Fig. 4-57. Left of the new pile of rubble is a room that begins your return to the surface.

Turn left to a room with stacks of boxes. Climb the stack to the left and hop onto the ledge. Follow the cave until it drops off at a short, sheer face. Slide down the face and exit the cave through a small opening.

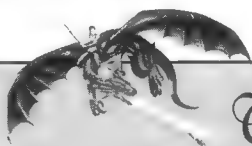
Summon Arokh as you make a break for the house nearby. Your dragon pal eliminates one or both of the Wartocks gunning for your hide (one of whom surren-

ders a Health Elixir). While inside the house, pick up another Health Elixir.

Return to the old man's house and claim your prize. He indicates on your map the location of the sword and a Rune of Stone that gives you access to it.

Find the Sword of Flame

Turn upriver, carefully watching the distance for your next test. Out of the mist emerges a Crow Dragon, firing green poison. Pull back to draw the dragon out of the river canyon and out-duel it until it plunges earthward.



Tip

Don't fight this first Crow Dragon where it emerges or you'll be flying in range of two stationary Ballistae as well. Instead, pull back to where you started the level, by flying backward, keeping an eye on and firing at the approaching Crow as you go. Once you've moved back, you can maneuver without the worry of crossfire from below.

Resume your trek up the river. Soon flaming death will launch at you from a Ballista on a ledge above the river.



Fig. 4-58. Your first Ballista(s). If you have fog distance set high, you may see (and be in range of) two Ballistae at once. Be careful and place your shots well.



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Tip

To fight a Ballista, strafe right and left, aiming at the top of the Ballista until it explodes. Hitting the bottom won't destroy the weapon.

Once the coast is clear, inch forward until another Ballista comes into view. Deactivate it with a couple more well-placed fireballs. Continue forward and take out another Ballista on the right side of the cavern and another on the left. Nail any Wartocks who flee the destroyed Ballistae.



Fig. 4-59. A bridge marks the location of this door. When you see the bridge, ascend and look left for this ornate doorway. You must have the Rune of Stone from the old man to enter.

When you come to a bridge, dive bomb the two Wartocks patrolling the left shore. Fly straight up from the bridge and keep your eyes peeled to the left for an ornately decorated door.

Dismount and approach the door. Stand in front of the lock and unlock the door with the Rune Stone from the old man.



Tip

Press Use to unlock the door. If it doesn't work, you may not have the Rune Stone in your possession. Did you visit the old man and complete his quest?

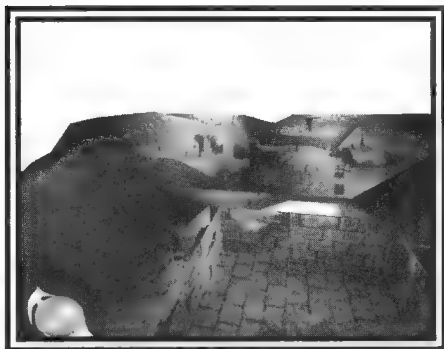


Fig. 4-60. The top level of the cavern is a big circle. Take it clockwise to begin.

Proceed inside, following the twists of the cavern until a Scavenger busts out of the wall. From this point, you can go right or left, but your way is blocked on the right by a spike trap—it's not too hard to get past it, but going left gets you to the same place anyway. Go left through the busted wall.

Follow the path until you see a pair of doorways guarded by a Scavenger. Pound the monster and go through the right doorway.

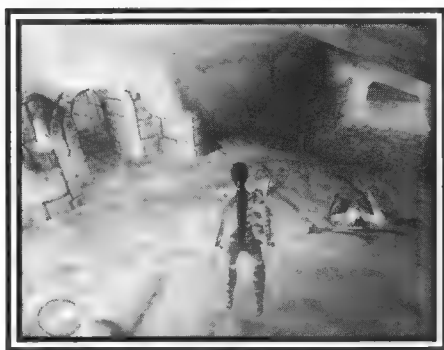


Fig. 4-61. First, go right at this intersection, then return and take the left door.

Eliminate the Scavenger here and hunt around the room. Note the spike trap we avoided before and the rather gory-looking hole in the ground. Be sure to admire the Grimstone Crystals and collect the Health Elixir by the skeleton.

Return to the intersection and take the left door. There seems to be nowhere to go, but a raised stone in

the floor offers a possibility. Step on it and the wall opens. Go through.

When you spy another Scavenger, you're almost there. Kill it and go through the lower of the two passages (on the left).





Fig. 4-62. When you see this doorway, turn left and go down to another doorway. Note also the darkened ledge right of the lower doorway.

Note

Before you go through it, though, look at the dark ledge above the lower passage to see a skeleton with a quiver of Arrows (10).

Before you is the prize of your quest, the Sword of Flame the old man spoke of. Getting to it is no problem; just walk across the bridge and collect it. Getting out, however, is another matter.



Fig. 4-63. These blades come to life when you try to steal the Sword of Flame.

Tip

Quicksave, stand about two strides back from the gap, and begin your run-and-jump as the blades converge and part.

Sword of Flame



- ◆ Armor Piercing: Yes
- ◆ Damage: 20
- ◆ Durability: 30
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Sec. Attack: 5 Fire Spells

The unique Sword of Flame is a variation on the basic Long Sword with a few fiery features. Like its magical cousin (Mithril Long Sword) this weapon pierces armor, but also sets fire to its victim. This slow burn inflicts damage for as long as the fire smolders. It also comes with 5 Fire Spells—a ring of fire begins where you stand and stretches outward, scorching everything in its path.

As you approach the sword, two large pendulum blades begin doing their work. Not only have they knocked out the bridge, but they now pose a major obstacle to your return. Jump through them to return to safety.

Though you have the sword, you're not done until you return to the surface. Leave the sword chamber and go left to find another doorway. Enter it, but stop before it drops off to the floor below.

Look down and drop

onto a short column below. Spin around and note the Scavenger waiting to surprise you under the ledge. Venture into the main room, but be ready to fight (or avoid) a pack of baby Scavengers and their large mommy.



Fig. 4-64. Dispose of or avoid the litter of Scavengers and hop up these blocks to return to the outside world.

Run to the far side of the room and grab the Health Elixir. Quickly spin around and notice some blocks forming steps up to an exit. Hop up and follow the trail (taking care of any patrolling Scavengers) to an opening to the surface. You must drop through a hole in the floor and make some scary-looking slides (they won't, however, do you any harm). Summon Arokh and your second goal is complete.

Find the Entrance to the Troll Caves

Proceed slowly up the river; the rain severely limits your visibility and you don't want to bumble into the Ballista/Dragon crossfire that lies ahead.





Fig. 4-65. This is crossfire. Maintaining your health demands that you maneuver (either right or left) to avoid being targeted by both of these Ballistae. Watch out for a Crow Dragon roaring in from under the arch.

As you spy an arch, two Ballistae (left and right) begin firing.



Tip

Rather than retreating, move left from the arch so that only one of the Ballistae can target you. Deal with that one and then tend to the other.

Once both Ballistae are dealt with, pick off the Wartocks lounging on the cliffs. As you approach the arch on the right, keep your eyes peeled, however, for a Crow Dragon bearing down on you. Ground it and continue clearing the area of Wartock stragglers (one of whom has a Health Elixir).



Fig. 4-66. Land on this small area on the shoreline and dive into the cave below the arch for some useful armament.



Note

Secret: Before proceeding, land as close to the river's edge as possible, just short of the arch. Dismount Arokh and swim into the cave under the arch. Shortly, you find a Scavenger guarding a stash of Flame Arrows (15), a Health Elixir, and Scale Mail. Return to Arokh and resume your trip.

Follow the valley until you reach another arch. Use it as cover to shatter the Ballista stationed behind it on the left.

Pass over a waterfall (mowing down Wartocks on the shore). As a heavy snow begins, watch the left for Ballista fire.



Fig. 4-67. Two Ballistae and a locked entrance to the Troll Cave mark this area. Find the key further down the river and return here later.

Once that weapon is demolished, fly toward it (to the left) and take out another of the infernal machines to your right. Watch the ground carefully for a large door marking the entrance to the Troll Caves. Roast any Wartocks guarding the entrance and approach the small door on the right. It's locked.

Find the Key to the Troll Caves

Mount Arokh and continue west down the river. Almost immediately, deal with yet another Ballista in the center of the river.

Continue until you see a pair of bridges over a three-way split in the river. First, take out a Ballista to the left.

Next, head over to the right side and dispose of a Ballista and a Crow Dragon (get the Ballista first so you can concentrate on the dragon).





Fig. 4-68. The river branch to the right is a dead end, but its defenders are your immediate concern. Try to eliminate the two Ballistae before the Crow Dragon notices you.

Head up the left fork and stop when the river splits again. Inch toward the intersection, keeping a close eye on the skies. Two Crow Dragons quickly descend upon you when you approach.



Tip

If you creep into this area slowly enough, you only have to deal with one of the dragons at a time. If you get both, however, don't panic and keep moving to take them down one at a time. Be careful not to venture any further into the intersection or you'll attract the attention of a Ballista.



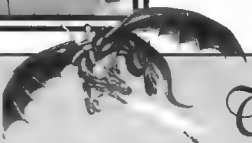
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Fig. 4-69. The key to the caves can be found beyond this entrance.

Fly down the right fork until you see a cave entrance marked by a pair of Wartock flags. Land Arokh outside and enter the Foundry.

Here you have your first face-to-face meeting with a Wartock.



Tip

Wartocks are much tougher than Orcs, so remember the basics of battling them. Circle them, slashing as you pass. Try to circle away from their shield side and always run in to attack when they arrogantly take a moment to roar. Never get too close or their charge will, at best, harm you or, at worst, knock you to the floor. Try to use armor-piercing weapons because most Wartocks sport at least Chain Mail.

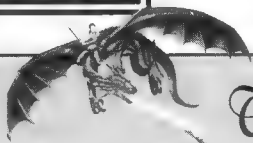
Chapter 4: Walkthrough: Mountain World

Follow the cavern until you see a large pit open in front of you. Look down behind a large stack of boxes to see an Orc. Slide down to surprise him and cut his throat. Grab his Health Elixir.

Once you kill him, you'll be rushed by a large, tough (150 HP on Normal skill), and plate-mailed Wartock Captain.



Fig. 4-70. This commanding officer is a tough kill. Use armor-piercing weapons and you should have minimal difficulty.



Tip

You *must* use armor-piercing weaponry with the Wartock Captain. You can identify this particular beast by his imposing suit of Plate Mail. Hide among the boxes, pop out and strike, and retreat back under cover to defeat the monster. You also can use arrows before dropping into the Foundry, but remember to reclaim as many as possible.

Next, you must deal with another Wartock, who drops a Health Elixir.

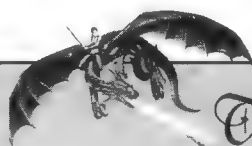


Fig. 4-71. Inspect this area thoroughly to find the key and an array of useful items.

Explore the area. You should find two Health Elixirs atop one of the large boxes. Next check out the boxes in the forge area to find some weaponry: a Long Bow, a quiver of Arrows (10), a Long Sword, and a Health Elixir. In the forge itself, look carefully for the handle of a Mithril Long Sword.

Go to the elevator switch, face the elevator, and pull the switch to summon it. Run and jump onto the elevator.





Tip

If you miss the elevator, you have to throw the switch again, wait for the elevator to return, and pull the switch once more to send it back up. Best to do it right the first time.

Cross the Northern Range through the Troll Caves



Fig. 4-72. Enter through the small door on the right and pull the switch inside to admit Arokh.

Return to Arokh and head back to the Troll Caves. Once there, position Arokh facing the large door (you'll open it for him soon) and go unlock the small door with the key.

Enter swinging to slaughter an Orc—who drops his Long Sword—and a Wartock. Pull the switch by the door to allow Arokh to enter. Hop on his back and walk him in.

You won't get far, however. After killing the first Wartock, wooden bars will drop, closing the passage to Arokh. You have to find a way to open the door for him to help you.

Dismount and walk through the bars. Slice the two Wartocks and chop the barrel on the wagon for a Health Elixir. Follow the path up and into a tunnel, where another Wartock awaits. Further along, an Orc should pose little difficulty but offers a Health Elixir and a Scimitar.

Pass a stack of boxes but stop at a wooden doorway. Run forward and jump when you hear the trap door release to avoid landing in the Dungeon.



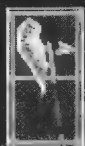
Fig. 4-73. When you hear the trap door release, jump or you'll end up in the Dungeon.





Fig. 4-74. To extricate yourself from the Dungeon, jump up these boxes to the rafters above. Take a ladder and you're out.

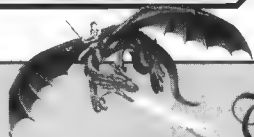
Iron Battle Axe



- ◆ Armor Piercing: No
- ◆ Damage: 25
- ◆ Durability: 50
- ◆ Speed: Slow
- ◆ Range: Medium
- ◆ Sec. Attack: Block

This item, found only in the Dungeon is a normal Battle Axe with severely diminished durability. Keep it only if you have room and need a backup weapon.

Continue down the corridor (past the Dungeon escape ladder on the left) and do battle with a Wartock and an Orc lounging by some boxes and a wagon. The Wartock leaves behind a Potion of Life.



Tip

If you do end up in the Dungeon, don't waste too much time hunting. There's only two Health Elixirs (one near where you fell in) and an Iron Battle Axe to be found by the Rack. Kill or avoid the trio of Wartocks, run toward the Gallows, and jump on top of the small box. Continue jumping up boxes, onto a rocky ridge, and across the rafters to the base of a ladder.

Climb to the top to resume your trek.



Fig. 4-75. This room is a trap, but the rewards within might be worth the fight it takes to get out.

Continue down the corridor until you reach a door to the right marked with red lettering. Go inside and find a storeroom filled with a Health Elixir, Magic Arrows (15), a Heavy Bow, and a Fire Crystal. When you pick up the Fire Crystal, a Wartock (in Plate Mail) enters and closes the door behind him. Slay the invader and pull the switch to return to the main corridor.

Go right as you exit the storeroom and head up the corridor until you reach a land bridge. Cross it to waste the Wartock and steal his Health Elixir.



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Note

If you look across the water to your left, you will see the bars behind which Arokh is waiting. You've traveled in a large semicircle. Note this well and don't fire arrows at Arokh, mistaking him for a distant enemy; you'll only hurt yourself.

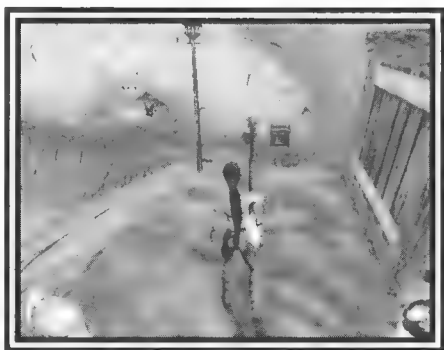


Fig. 4-76. Once the switch is pulled, you can fetch Arokh. Dive into the water and go get your friend.

Pull the switch to the left of the door to open Arokh's bars. Dive into the water below (don't worry, you won't take any damage) and swim over to a ramp on the right. Mount Arokh and walk him out to the rock peninsula just left of the doorway. Take off and fly back to the door on the land bridge.

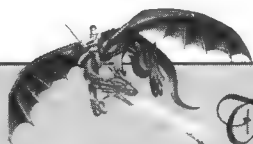
Jump down from your mount and pull the handle on the large wooden door. Remount and walk Arokh inside.

Farther down the hall, fire on a Wartock pacing in front of a large pile of boxes. Climb the boxes to the highest point and pocket a quiver of Arrows (10) and Flame Arrows (15).



Fig. 4-77. Let Arokh do some of the work for a change. Lure the Wartocks from their cave, and let your dragon roast them all as they come to find you.

Jump down and take out the trio of Wartocks lounging in a small cave. Shatter the barrels for a pair of Health Elixirs.



Tip

To make this encounter easier (and more fun), set up Arokh just outside the wall of boxes. Run through the boxes and into the cave to lure out the lumbering Wartocks. When they notice you and give chase, run back out to stand beside Arokh. You may either mount him and toast your pursuers yourself or you can let Arokh defend you automatically (just be sure to get out of the way.)



Return to Arokh and approach the cavern below the boxes. Fire a greeting across to the Wartock guard and fly across the chasm. Follow the passage and emerge on the surface on the opposite side of the mountain range.

Find the Secret Mine Entrance

Two Crow Dragons patrol the air near your position. If you have fog set at maximum distance, you can probably see them pass. Deal with both (preferably one at a time) before exploring. Cross the river and check out the torched house. Arrows (10) await.



Fig. 4-78. The last survivor of your village lives just long enough to give you an important clue.

Land at the burned-out house just beyond the bridge. Talk to a villager who lays nearly dead inside. He tells you of a secret entrance to the Grimstone Mines located behind the waterfall.



Tip

You can still enter the mine's back door if you don't talk to the dying man, but it won't be marked on your map unless he informs you of it.

Jump onto Arokh's back and continue down the river. Be ready to fight off another Crow Dragon just past the second bridge.

Proceed to the end of the canyon and the main entrance to the Grimstone Mines. Mow down the Wartocks guarding it and head north (left from the main entrance) to find the secret entrance.



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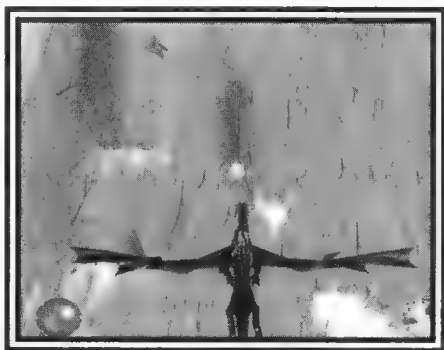


Fig. 4-79. Look to the right of the waterfall for a small, snowy ledge. Land there and the secret entrance is obvious.

The canyon ends to the north at a four-tiered waterfall. To the right of the waterfall, next to the second tier from the bottom, a snowy ledge peeks out from the cliff wall. Fly over to it and you will see an entrance tucked around the corner—it's not visible from the canyon, so you have to swoop in to get a good view. Land on the

ledge and dismount to enter the mine and find a way to open the main entrance for Arokh.

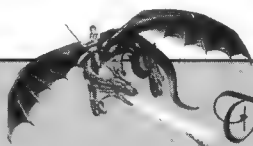
Open Main Entrance to Grimstone Mines

Fight off any Spiders that greet your arrival. Run down the hall until you see a large mining drill parked in an open area. You need a key to get it started.



Fig. 4-80. You need the key for that drill. Walk the plank to find it.

Cross the wood plank on the other side of the drill and walk down the corridor until it forks. Deal with any Spiders you encounter.



Tip

By now, you are probably maxing out on stuff in your inventory. There's a lot of valuable stuff in the passage ahead, so it might be a good idea to temporarily dump some of your excess weaponry near the wood plank. You'll be coming back this way soon, so you can choose which weapons to keep then.

Ignore the right fork and continue down the left fork. Again the path splits; take the left fork.



Fig. 4-81. You can go either way, it's a circle, but go left for simplicity's sake. If you get lost, you can mark this spot by dropping a weapon.



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Note

Actually, this passage circles around at the second fork, so it doesn't matter which way you go. If you are worried about getting lost, drop an extra weapon at the fork so you can mark your place.

The first room contains a Health Elixir and a Great Sword. Continuing down the hall, the next room contains Arrows (10). The next room is empty.

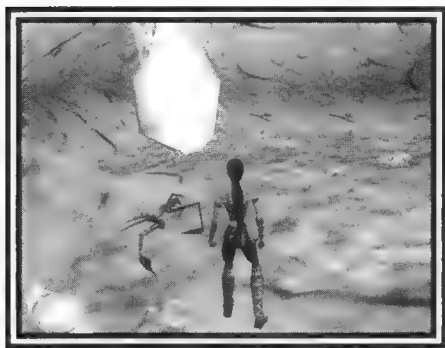


Fig. 4-82. Jackpot! Pocket the drill's power crystal and other useful potions in this room.

The final room, however, contains exactly what you're looking for. Here, you'll find a Potion of Invisibility (a yellow bottle), a Health Elixir, and a Power Crystal (to start the drill). As you leave this room, turn left to continue around the circle until you return to the spot where the path split.



Tip

Don't forget to pick up any cast-off weapons before crossing the plank.

Return to the drill and insert the Power Crystal. The mighty machine immediately roars to life and burrows through a nearby wall. Use this newfound path by going around the right side of the drill and through the hole.



Fig. 4-83. Cut through the hole on the right side of the drill to resume your journey.

Immediately dispatch the Wartock guards. Note the gorge and retracted bridge to the left; you'll be returning here with Arokh.

Continue down the hall, gutting the Wartock patrolling the hall and the two inside the main entrance. Pull the switch to open the door. As you leave it slams closed behind you (alas!). Don't worry, there's just something you have to do first.



Fig. 4-84. This boss dragon wants a word with you. If you roast him, however, Arokh wins the ability to shoot Poison Breath.

Get into the saddle and take off. Immediately, a very green, very large (boss) Crow Dragon descends on you. Kill it and a giant, green Rune Stone will emerge from the rock below. Fly into the stone and Arokh will gain the Crow's ability to fire Poison Breath. Don't be alarmed by the transformation procedure, just sit back and enjoy the fireworks.



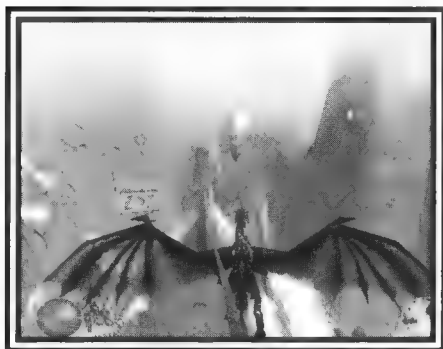


Fig. 4-85. Fly into this giant Rune of Poison to gain a new power for Arokh.

Note

To use alternate dragon breaths, press the next or previous weapons keys while riding Arokh. This will scroll through all available breaths. Remember that your breath indicator (in the lower right of the screen) is for *all* breaths, so switching between them won't help if you've temporarily exhausted your power. For reference, your newfound Poison Breath is active when the breath indicator is green.

The Mine entrance is now open, so go through it. Return to the chasm with the retracted bridge and fly across.



Fig. 4-86. Return to this bridge to finally access the Grimstone Mines.

Proceed down the shaft and you have entered the Grimstone Mines.



Grimstone Mines

Objectives

- ◆ Open the door leading to Pit 1
- ◆ Find Pit 1
- ◆ Find Pit 2
- ◆ Activate the Elevator and find Pit 3
- ◆ Find the Crusher Room Key
- ◆ Find The Hider
- ◆ Destroy the Grimstone Generator
- ◆ Find the Exit



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Items

- ◆ Health Elixirs
- ◆ Potion of Life
- ◆ Worn Mace
- ◆ Chain Mail
- ◆ Long Sword
- ◆ Scimitar
- ◆ Arrows
- ◆ Scale Mail
- ◆ Ice Crystal
- ◆ Giant Slayer
- ◆ Long Bow
- ◆ Fire Crystal
- ◆ Magic Arrows
- ◆ Flaming Sword
- ◆ Mace of the Hand

Enemies

- ◆ Orcs
- ◆ Wartocks
- ◆ Crimson Knight (Boss)
- ◆ Primitive Giant
- ◆ Scavengers
- ◆ Crow Dragon



Fig. 4-87. Map of the Grimstone Mines.

- | | |
|----------------------|-------------------------------|
| 1. Crusher Room | 9. Pit #3 |
| 2. Crusher Room Door | 10. Giant Den |
| 3. Exit | 11. Crusher Room Key |
| 4. Locked Door | 12. Rock Trap |
| 5. Pit #1 | 13. Path to Crusher Room |
| 6. Start | 14. Grimstone Generator |
| 7. Pit #2 | 15. The Hider |
| 8. Cell Block | 16. Secret Hall Above Crusher |

Maskthorough

Open the Door Leading to Pit 1

Stroll down the shaft, taking a pause to fry the Orc patrolling the intersection, and turn left (the door to the right is locked). Ride up to an open, barred doorway and dismount.



Fig. 4-88. This doorway leads to the torture chamber and is the only place to go right now.

Enter the torture chamber carefully and eavesdrop on the conversation. The Wartocks are interrogating a slave to find someone called "The Hider." The slave's answers prove unsatisfactory and he is killed. Amidst their amusement, the Wartocks notice you. You know what to do.

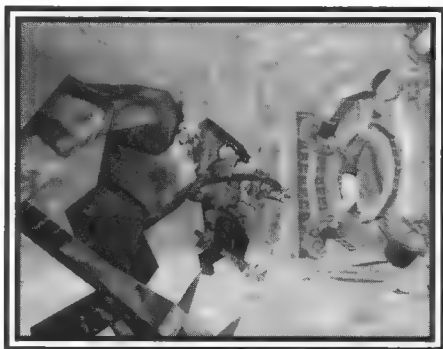
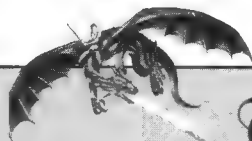


Fig. 4-89. An interrogation in progress. Listen for information; there's nothing else you can do.



Tip

To climb down ladders, simply approach them. Rynn will automatically swing into position, then you climb by pressing the Forward key and descend by pressing the Back key. You can move the camera while Rynn is on the ladder to see what awaits you. Jump off the ladder any time by pressing the Jump key, but be sure you can survive the fall.

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Climb down the ladder and immediately battle the Wartocks who guard this prison block. Four prison doors consume the corners of this room, but only one is activated by the switch to the right of the ladder. Pull the switch and enter the open prison cell.

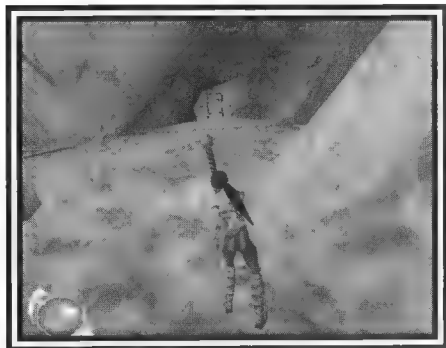
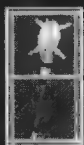


Fig. 4-90. This switch opens the only cell of any use to you. Go hardware shopping and return to Arokh.

Worn Mace



- ◆ **Armor Piercing: No**
- ◆ **Damage: 10**
- ◆ **Durability: 42**
- ◆ **Speed: Medium**
- ◆ **Range: Medium**
- ◆ **Sec. Attack: Block**

This used Mace will do in a tight spot, but you should have amassed a more powerful arsenal by now. Take this weapon if you need it.

Snap up the items stored in the cell: two Health Elixirs, a Potion of Life, a Worn Mace, and Chain Mail. Return to Arokh.



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Note

At some point during your errand in the cellblock, a Wartock emerges from the open door on the other side of the intersection. If Arokh hasn't yet dealt with him, be ready to do so when you return.

Find Pit 1

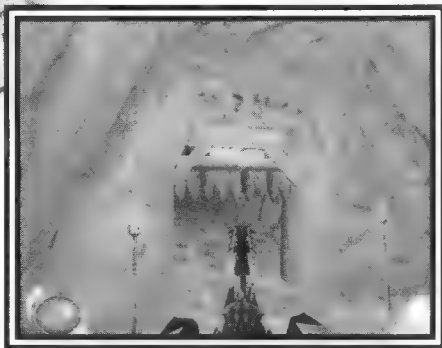


Fig. 4-91. Pass through this door to reach the rest of the mines.

The door on the other side of the intersection is now open. Pass through it on Arokh and blast the four Wartock guards who spot your arrival.

Round a corner where a slave mines Grimstone, dispatch another Wartock and approach Pit 1. Unfortunately, the bars close as you arrive, forcing you to pass through on foot. Be back soon, Arokh.



Fig. 4-92. The switch for these bars is nearby. Clear out Pit 1 and admit Arokh.

First, climb the ramp on the left side of the room and sneak up on the Wartock guard wearing Plate Armor. Grab his Potion of Life, the Long Sword, and a Health Elixir in a barrel.



Fig. 4-93. This switch allows Arokh to enter, but doesn't open the door nearby. You'll come back to this area via this door later in the level.

Return to the floor and kill any remaining Wartock guards. Fetch Arokh and bring him through the door and up the right side of Pit 1.

Unfortunately, you must separate again as the door is too small for your dragon companion. Fire a few shots through the door to waste the two Wartock guards on the other side; then proceed on foot.





Tip

If you want to leave any extra weapons behind to make room for ones you'll find shortly, this is a good place. You'll be returning here later in the level.

Find Pit 2

Descend toward Pit 2 as you pick off a third Wartock guard. Walk along a high ridge until you see a Wartock guarding a bridge. Kill him before he chops the rope and destroys the bridge. Get his Health Elixir and cross the gorge.

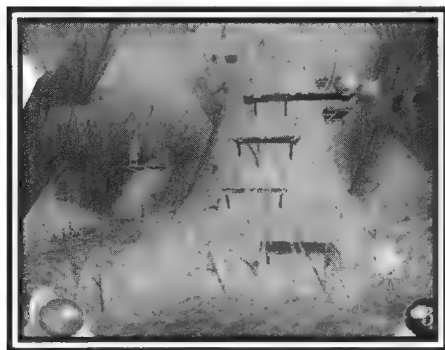


Fig. 4-94. The tower in the center of this room is your next step, but there are a few things to do on the floor.

As you emerge in Pit 2, kill the Wartock before he alerts his Orc helpers (one drops a Mace). Once they're disposed of, briefly ignore the elaborate tower in the middle of the Pit and climb the ramp on the far side. The lone non-explosive barrel contains a Fire Crystal. Round the corner and slaughter the Wartock slave driver to steal his Potion of Life.

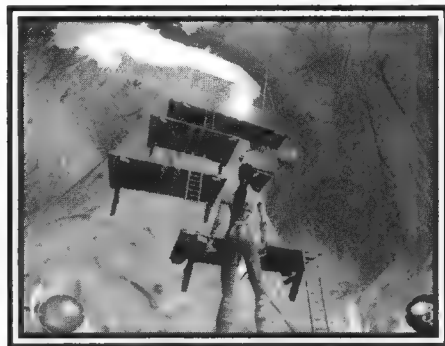


Fig. 4-95. It's a long climb ahead but it's the only way to go.

Now, climb the ladders on the central tower. At the top, follow the platform and jump past the first swinging spike ball.





Fig. 4-96. Time the long jump past this spike ball to reach the distant corridor.

Activate the Elevator and Find Pit 3

Before you climb the next ladder, you must activate the elevator that hangs on the far side of the room. Jump past the second swinging spike ball to the tunnel in the wall.

Follow the corridor, stopping briefly in a side room to kill an Orc and pilfer a used Scimitar.

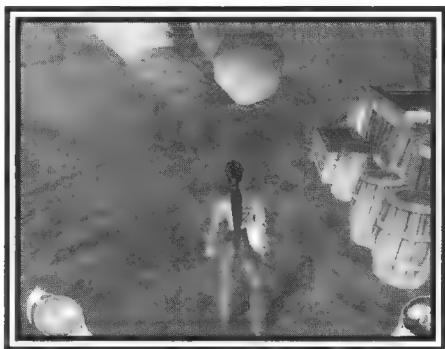


Fig. 4-97. Flip to the right onto one of those boxes to avoid this rolling-rock trap.

Return to the hallway; turn the corner; and run into the room at the end of the hall, jumping to the right to avoid the rolling rock. Once the rock has stopped, jump down and slay the Orc and chop open the barrel to the right of the door for a Health Elixir.

Walk up the ramp to a balcony and pull the switch. You'll see the elevator slide into place. Now, return to the tower.

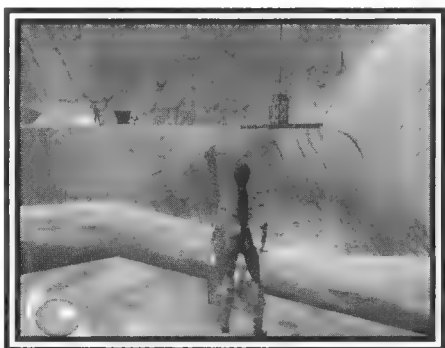


Fig. 4-98. Pulling this switch raises the elevator so you can use it to jump from the central tower to the high ledge.

Climb the last ladder and perforate the Orc waiting to fight you. Jump to the elevator and then to the ledge beyond it. Ventilate the Orc and follow the ridge until you see a sign for Pit 3 (on the left) and, beyond that, an opening to a path outside.

Note

From this opening, a path leads up and west. Ignore it for now, but take this path when you return to this point. Note the sign with the strange markings; this is the sign for the Crusher Room.

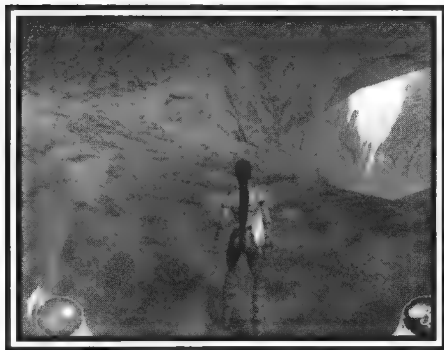
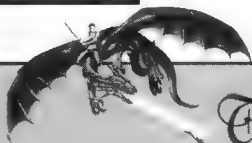


Fig. 4-99. The path to the left is a dead end for now. Head right, out into the snow.

Emerge into the sunlight and watch as the world's dumbest Wartock unleashes a trap on himself. Oops. Unfortunately, his buddy isn't so stupid and he waits for you to pick a fight with him...which you win.



Tip

This is a tough fight because of the Wartock's Plate Armor and the harrowing cliff nearby. Stay away from the drop, but don't let the Wartock trap you in a corner.

Enter the doorway he guards and follow the path down where you'll snuff another Wartock. Past him, you emerge in Pit 3.

Find the Crusher Room Key

Two Wartocks converge on you as you enter Pit 3. A third comes down from the ridge; defeat him and you get a Health Elixir.



Fig. 4-100. The locked door on the right holds a mighty monster; I wonder what all these rocks are for... . Go left for now to climb the ramp and enter the catacombs south of the Pit.

Note the large locked door here, but for now, climb the ramp across the courtyard of Pit 3. As you near the doorway atop the ridge, another Wartock gladly gives up his life and his Health Elixir for your cause.

As you enter the door, a ladder leads to an upper floor. Arrows (10) hide behind a pair of barrels. Climb up the ladder and eliminate the surprised Orc.



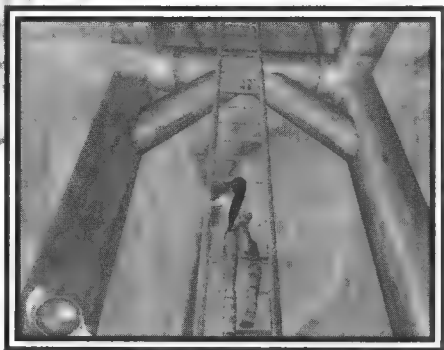


Fig. 4-101. An intersection lies at the top of this ladder. Go right first.

From the top of the ladder, go right and then left into the passageway.

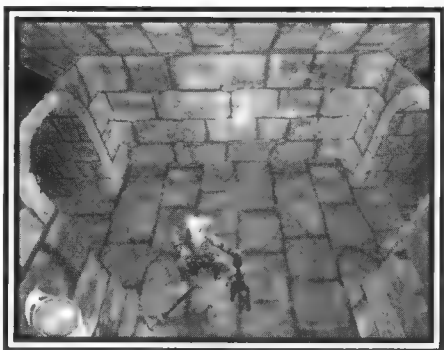


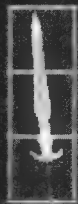
Fig. 4-102. To the right and left are halls to two parts of the Mine's Barracks. Take your choice.

At the Tintersection, go right. Kill the Orc guard and make your way to the Barracks at the end of the hall. Disembowel the Wartock (in Plate Mail) and search the room. You'll find two Health Elixirs (in the corner barrels), Scale Mail, an Ice Crystal, and a Giant Slayer.



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Giant Slayer



- ◆ Armor Piercing: Yes
- ◆ Damage: 25
- ◆ Durability: 75
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Sec. Attack: Block

Found in the catacombs south of pit 3 in the Grimstone Mines, this super 2-handed sword is perfect for cutting down armored Wartocks and, yes, even a Giant if you have no other choice. It doesn't have much durability, but its speed and armor piercing make it a very valuable addition to your pack. Use it wisely and it will go far.

Return to the Tintersection and head down the other passageway. Kill the two Orcs along the corridor. Quietly enter the storeroom at the end of the hall and slay the two sleeping Wartocks. Rifle through their belongings for a Health Elixir (in a barrel), a Long Bow, and Magic Arrows (15).

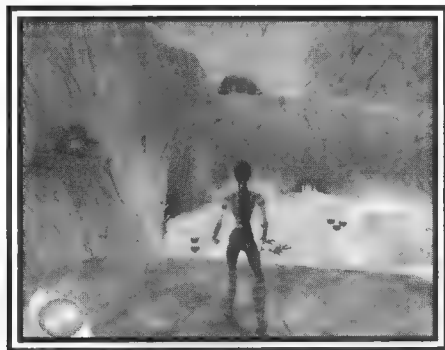


Fig. 4-103. From the ladder, head up a long passage to this high ledge around Pit 3. Traverse the ledge and enter the doorway in the distance.

Return to the ladder and head down the passage to the left of the ladder, emerging along an outdoor ridge high above Pit 3. As you approach the door, dice the Orc guard.

Enter the doorway and follow the passage until you enter a room decorated with red flags. Enter the cham-

ber in the center of the room and open the two sarcophagi for a pair of Health Elixirs.



Fig. 4-104. Inspect the inner chamber of this room, but be ready for your toughest battle yet as you grab the key and try to leave.

Next, grab the Crusher Room Key at the center of the room. As you turn around, notice that gates are closing to prevent your escape.

Find the Crusher Room

Before you can embark on this next objective, a Crimson Knight materializes in the room. He is armed with Fire Spears, a Fire Crystal, and twin Flaming blades (sensing a theme here?).



Fig. 4-105. The Crimson Knight is the toughest enemy yet.

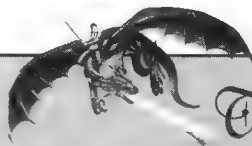
To defeat the Crimson Knight boss (200 HP on Normal), you need to be fast and in constant motion. You don't want to deal with the Knight's long-range attack, so stay close where you can exploit the Knight's two weaknesses. First, once he begins his attack, he finishes it—during this period, you can avoid his strike and get in one of your own. Second, he turns slowly, so circle strafing works well.

To avoid his Flame Spell, either attack him while he casts it (aborting the spell) or run as far away as possible. Because the spell doesn't have infinite range, it burns out before it hits you if you retreat sufficiently.



Fig. 4-106. The Flame Spell is scary but easy to avoid. Run away as far and as fast as you can. When the spell burns out, charge!

Don't get tied up in long combos against a Crimson Knight (you don't have enough head room for the Skull Splitter anyway). Simply strike and get away. Repeat this process, avoiding the Fire Spell, until he falls.



Tip

This is a good place to use a Potion of Invisibility. If the Knight can't see you, he won't use his long-range attacks; he'll only counterattack where he thinks you might be. Get the most out of the time you have by hacking away at him until you reappear.



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When he's dead, his Flaming Sword remains and the hallway reopens for you to leave and return to the floor of Pit 3.



Fig. 4-107. This newly released Primitive Giant is taking out its frustrations on Orcs and Wartocks. Don't laugh too hard, however—you're next. This is what you've been saving those Arrows for.

When you get back, something has changed. The locked door has opened and a Giant has emerged. Don't worry about any other Wartocks or Orcs skittering around at the Giant's feet; to him they are nothing more than ammunition or bugs to squash.

The Giant likes to throw stuff and is just as likely to throw allies (or you) as rocks or barrels. Take cover behind the stack of boxes on the ledge and use a slow but safe arrow attack (about 20 Arrows to fell a Giant). It is possible to handle a Giant at close range, but only with plenty of practice and potions.



Fig. 4-108. Take cover and snipe until the Giant runs out of stuff to throw. When he wanders about, furious, finish mowing him down.

Leave Pit 3 and return to the intersection with the Crusher Room sign. Go up the ramp, carving up the Wartock near the top, and emerge through a door on an outdoor ledge.

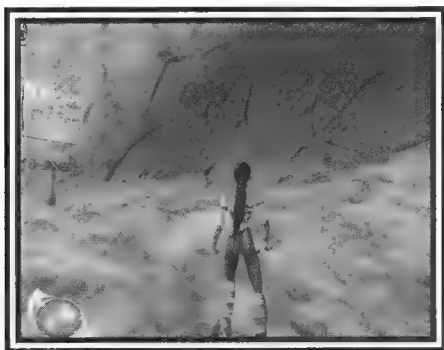


Fig. 4-109. The Crusher Room sign guides the way to a previously blocked passage—and the next step in your quest.

Fight off one Wartock from the right and another that follows from the left; both beasts give up Health Elixirs.

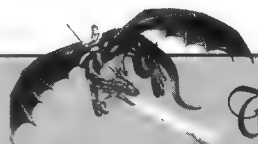


Fig. 4-110. The Crusher Room Courtyard. There's no way to survive this without Arokh. Follow the black path through the snow and don't pause to fight. Just run and don't look back until you're under cover. It helps if you're invisible.

Before you proceed, let me advise you on what's ahead: You need Arokh! The place you want to go (the Crusher Room is the door to the south marked by a pair of red flags) is inaccessible without flight. Plus, the

place is crawling with Wartocks who, if nothing else, can slow you down just enough to let the resident Crow Dragon blast you into poisoned chunks. Got it?





Tip

If you've used up your Potions of Invisibility, your only choice is to run and run hard. Carry a Flame Crystal to injure pursuing Wartocks as you run. Change direction and run erratically to avoid being sniped by the Crow Dragon.

To get Arokh, drink a Potion of Invisibility and run like the dickens. Follow the black path through the courtyard to an ascending ramp that narrows into a small tunnel (stay left as the black path splits here and avoid the large tunnel for now).



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Fig. 4-111. Hello, old friend. Welcome Arokh back to the party.

At the end of the hall, kill the pair of Wartocks and pull the lever to open a wooden door. You find yourself back on the high platform of Pit 1. Fetch Arokh and scoop up any weapons you stored here. Ride Arokh through the wooden door you just opened. Continue back to the Crusher Room Courtyard.

Eliminate the Crow Dragon and any surviving Wartocks. Now, survey the area in safety. The Crusher Room Door (your next destination) is on a flag-adorned platform. To the east, below the Crusher Room Door, is the gate through which you'll return to this area. To the right of the passage you just came from is a larger passage: this is where you'll exit the level once you find The Hider.

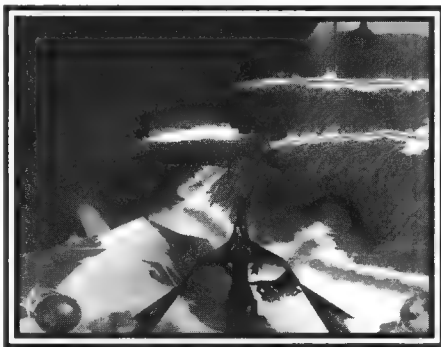


Fig. 4-112. To the left is the Crusher Room Door. To the right is a force field blocking the door through which you'll return to this Courtyard. Behind you is the exit (the large passage).

Find The Hider

Land near the Crusher Room Door and dismount. Unlock the door with the key you found near Pit 3. (Note that the mechanism for the larger door is missing,

so you have to continue without Arokh). Enter and kill the Wartock idling by the door.

Battle another Wartock and turn to face a trio of barrels. Strike carefully at the one on the right: if you get too close, you'll detonate the explosive barrel behind it. You get two Health Elixirs for your effort.

Chapter 4: Walkthrough: Mountain World

Continue down the shaft until you reach a large room with a gigantic machine. Slay the sleeping Orc and Wartock (who yields a Potion of Life) and pull the switch for the Crusher.



Fig. 4-113. The Crusher. Flip the switch to start it rumbling.

Next, run to the farthest left of the three mechanized hammers. From this point, behind the machine, turn left and run up a ramp to a ledge atop the Crusher.

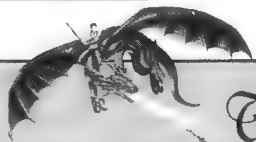


Fig. 4-114. Carefully walk around the hammers and climb around and up to a ledge atop the Crusher.



Fig. 4-15. Beyond the third hammer is another ledge. Jump from hammer to hammer to reach it, but save between jumps.

You need to make a series of jumps on the Crusher heads to get to the passage on the other side. The first two are routine. The third is a bit tougher; you have lower headroom (so you can't jump completely) and the hammer moves a bit faster than the rest.



Tip

Time the jump when both the second and third hammers are on their downward strokes and the third is lower than the second. Jump to the ledge and follow the shaft.

A wall to the right explodes and a Scavenger emerges. Kill it and inspect its lair for two Health Elixirs. A bit farther along, another wall explodes and another Scavenger leaps into action. You also have to deal with a third that comes down the hallway. Get a Mace of the Hand from the second Scavenger's lair in the wall. Continue down the shaft.

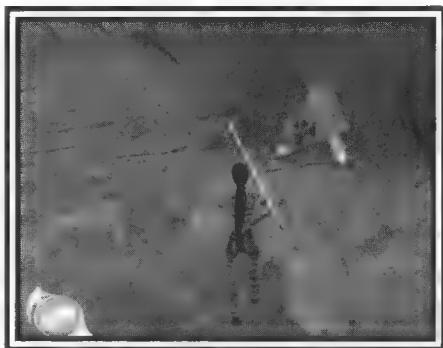


Fig. 4-116. Surprise! The first of two hidden Scavengers bursts from the wall. Don't forget to see what they've been hoarding in their lairs.



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Mace of the Hand



- ◆ Armor Piercing: Yes
- ◆ Damage: 20
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Sec. Attack: Block

This unique, ornate weapon is being kept warm by a Scavenger in the Grimstone Mines. In all but appearance, it is identical to the Mithril Mace.

When you come to a steep drop, hold your breath (and hit the quick-save) and step over the edge. You should slide safely to a lower ledge. Drop again over the next ridge and slide to the floor.

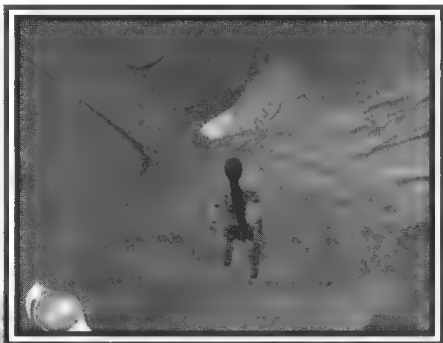


Fig. 4-117. It looks harrowing, but this series of long slides is perfectly safe. Save first if it makes you feel better.

You emerge in a large cavern with a gigantic Grimstone Crystal hanging along with four pyramidal counterweights. First, stroll left to meet The Hider.

Destroy the Grimstone Generator

You quickly find that The Hider is injured and deeply insane. He does, however, tell you that you must destroy the Grimstone Generator to escape the mines. He also says that all children (including, presumably, your brother) are shipped out to the Eastern Archipelago.



Fig. 4-118. The Hider is bonkers, but he's got solid information. Follow his instructions.

The Grimstone Generator is, of course, the mechanism in the center of the cavern. To destroy it, you must pull each of the counterweight releases located at the bases of their chains. Once you start releasing counterweights, you have to work fast, so read the next two paragraphs before you start.



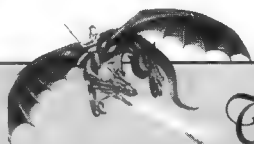
Fig. 4-119. Each weight has a crank on the right side that changes its height, and a lever at the base that disengages it from its hang chain.



Tip

Put your weapon away before working on the weights. It saves valuable time if you don't have to put away and reclaim your sword after each lever.

Turn around from your conversation with The Hider and jump on the first counterweight. As you look at the pulley atop the counterweight, notice—but *do not* pull—the lever right in front of you; this is the release you must pull to send the weight plummeting to the ground. We'll get to that in a minute. First, move to the right and stand in front of a crank on the side of the pulley. Turn the crank *four* times (by pressing the Use key) to raise the weight level with the highest weight (to the right). Jump over to the other weight, pull the release, and immediately jump back to this weight. Release its lever and jump back to the ledge.



Tip

Keep a close eye on your health. You're likely to take occasional damage from the Grimstone energy blasts, so don't get caught with your health too low.

Once the first weight falls, dangerous bolts of energy randomly blast around the room. Run around the ledge to the next weight, jump on it, and pull its release. Jump immediately and directly onto the next weight to the left. Pull its release, jump back to the ledge, and take cover through the now-open passage directly in front of you. Be sure to turn around and watch the mighty crystal fall.



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Fig. 4-120. When all four weights fall, the Generator will shatter on the cavern floor. All green force shields are now deactivated.

Find the Exit

Run up the ramp, but be ready to avoid three falling rocks. Cross a plank to the next platform. Jump on the elevator, but immediately jump to the third platform before the elevator snaps.

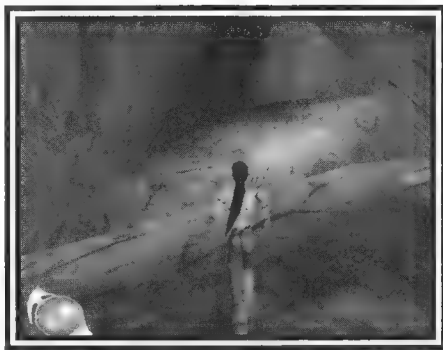


Fig. 4-121. From the fourth platform, look for this ledge leading out of the mine. Watch out, however, for falling rocks.

Jump to the fourth platform and turn to your left to see a ramp leading to the surface. Jump to it, but be ready to avoid a very large falling rock.



Fig. 4-122. Exit through this gate to get to the Grotto.

Follow the path up to the surface and call Arokh. Jump on his back and fly through the large opening to the south to come to a Dragon Gate. Fly through it and soar through the cave to exit the Grimstone Mines and enter...

The Grotto

Objectives

- ◆ Find the Ice Sword
- ◆ Open the First Dragon Gate
- ◆ Open the Second Dragon Gate
- ◆ Defeat Werokh and Pass through the Gate

Items

- ◆ Health Elixir
- ◆ Potion of Life
- ◆ Scale Mail
- ◆ Invisibility Potion
- ◆ Ancient Long Sword
- ◆ Ice Sword
- ◆ Ice Arrows
- ◆ Long Bow
- ◆ Arrows
- ◆ Heavy Bow
- ◆ Battle Hammer
- ◆ Invulnerability Potion

Enemies

- ◆ Crow Dragons
- ◆ Crimson Dragons
- ◆ Ballistae
- ◆ Orcs
- ◆ Wartocks
- ◆ Scavengers
- ◆ Primitive Giants
- ◆ Werokh (Boss)





Fig. 4-123. Map of the Grotto.

- | | |
|-----------------------------------|----------------------|
| 1. Dragon Gate #2 | 9. Dragon Gate #1 |
| 2. Gate Switch | 10. Gate Release |
| 3. Giants Playground | 11. Scavenger Cave |
| 4. Entrance to Giant's Playground | 12. Ice Sword Temple |
| 5. Exit from Playground | 13. Giant Cave |
| 6. Ice Arrows | 14. Werokh |
| 7. Start | 15. Exit |
| 8. Door | |

Waskthrough

Find the Ice Sword

You begin near the northeast corner of the map. Fly forward and immediately straight up as soon as you see an opening. Two Crow Dragons will set upon you, and you'll want to fight in more open surroundings than the cavern offers.



Fig. 4-124. Circle widely in the open area above the Grotto caverns to battle the flocks of Crow Dragons.

Note

Starting on this level, killing many dragons causes some of them to give up their life force, a red glowing orb that hangs in the air above the dragon's carcass. Fly over one of these orbs to receive a boost to full health.

Not all dragons yield this reward.

Once they're disposed of, fly back down and head towards the northernmost path (see map). As you go, you encounter three Crow Dragons. Each time one appears, soar to the sky to fight them in the open spaces above rather than the confines of the cavern.



Fig. 4-125. Avoid the Primitive Giant's projectiles until he's spent. Then let loose with a hail of fireballs.

Head as far as you can go in the northeast passage and ascend to the top. Look for a break in the wall through which a Primitive Giant (armed with snowballs) will come to meet you. Scorch him and land in his yard, where you see two openings: a large one that Arokh can fit through and a smaller one.

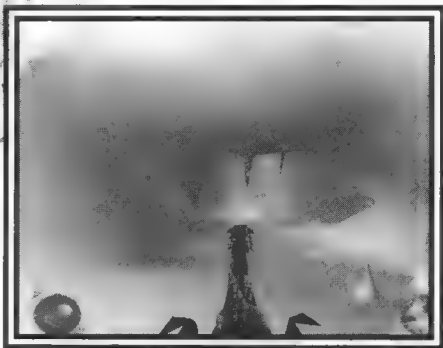


Fig. 4-126. Enter the larger opening (the one Arokh can walk through) first.

Enter the large hole with Arokh and look to the right of a large ledge inside. You'll notice part of the snow wall that looks different—fire a shot at it and it crumbles. Dismount and go through the newly made hole.

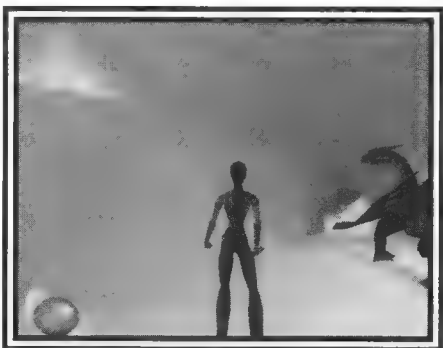


Fig. 4-127. Break open the odd section of the snow wall to get to a secret area.



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Ancient Long Sword



- ◆ Armor Piercing: No
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Sec. Attack: Block

This Mithril Long Sword has some mileage on it. There's only 1/6th of the normal durability left.

A gaggle of Scavengers has been disturbed by your sudden arrival. Deal with them with a Fire Crystal. Follow the passage around until you see a skeleton frozen in the wall; take his Invisibility Potion. Another skeleton (frozen in the floor ahead) has Scale Mail and an Ancient Long Sword. Proceed to the ledge ahead and return to Arokh.



Fig. 4-128. A gruesome stash of frozen skeletons and their last possessions.

Leave this cave and fly up to the smaller opening to the left. Dismount and enter, following the path to a large cavern.



Fig. 4-129. Take care of the Giant before entering the Ice Temple.

Kill the Primitive Giant sleeping by a large, majestic doorway. Be ready, however, to dodge the snowballs he's likely to lob your way.

Slide down to the cavern floor and walk up through the large door. Jump over the magical ice barrier and grab the Ice Sword sitting atop a pedestal.



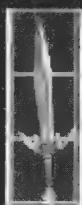
Tip

To escape the ice wave unscathed, you need to measure the timing of its cycle and its maximum diameter. Stand just outside the ring of ice and jump over the wave as it's about to die out. Move quickly and grab the sword before the wave begins again. Pulling out the sword deactivates the ice wave. Make sure you have room in your pack or you'll find yourself very, very chilly.



Fig. 4-130. Getting the Ice Sword is chilly business.

Sword of Ice



- ◆ Armor Piercing: Yes
- ◆ Damage: 15
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Sec. Attack: Block or 5 Ice Spells

Found stowed away in a Primitive Giant's lair in the Grotto, this unique weapon is a chilly wonder. Its damage and speed are average for a long weapon, but its magical properties make up for its shortcomings. Not only does this blade pierce all armor, but it comes complete with five Ice Spells.

Leave the doorway and return to the cavern. You can't go back the way you came, so continue to the right. Drop two Primitive Giants waiting near a cave opening: one on the valley floor and the other on a ridge overlooking the first. In the cave, take what you need of a Health Elixir, a Potion of Life, Ice Arrows (15), and a Long Bow.

Go right as you come out of the cave. Follow the ridge up and around until it ends, overlooking the entry to this area. Slide down the ridge and return to Arokh.

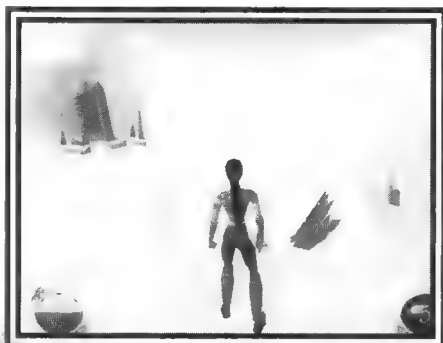


Fig. 4-131. To get back to the entrance to this valley, climb the ridge around the south side. When the ledge ends, slide down to the entrance.

Open the First Dragon Gate

Fly back down into the cavern where you began and go south until you come across a sealed Dragon Gate. It's locked but there's a small doorway on a ledge to the left.





Fig. 4-132. The switch for this gate is visible through this force shield. Enter the cave to the right of the gate to find a way to the switch.

Hop off Arokh and enter the cave. Kill the Wartock guard and collect a quiver of Arrows (10) and a Health Elixir (in the barrels). Cross the rope bridge and turn left into another cave. Two Wartocks, a Heavy Bow, and a quiver of Arrows (10) await.

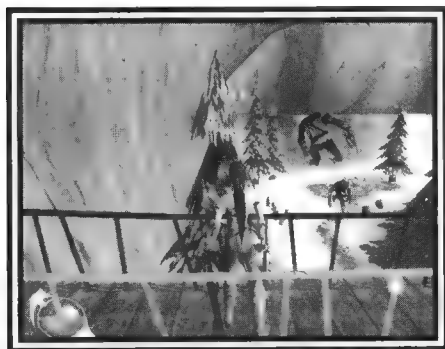


Fig. 4-133. Beware of flying Wartocks. The Primitive Giant below the bridge will throw everything. Let him exhaust his supply of rocks, barrels, and Wartocks before you try to snipe him.

From this cave, fire down on the Giant after he's exhausted his supply of ammo. You could also shoot the explosive barrels next to him. Walk along the ridge until the slope down becomes gentler; then slide to the floor.



Fig. 4-134. Duck behind here while the Giant throws stuff in anger. Once he's done, go activate the switch and use Arokh to give the Giant the scorching he deserves.

Go through a passageway on the eastern side. As you enter another open area, look left to see a Primitive Giant and a Wartock on a high cliff. The Wartock will likely be no trouble as the Primitive Giant will pick him up and throw him at you. Let the Primitive Giant exhaust his stash of projectiles while you duck behind cover, but don't attack him yet.



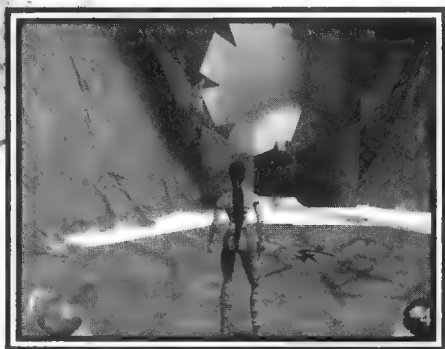


Fig. 4-135. Stand on this switch to admit Arokh.

Once the Giant is finished, go right and stand on the switch (a large, stone square in front of the gateway) to open the Dragon Gate. Summon Arokh and go take care of that Primitive Giant.

Before you proceed, head back to the bridge area with Arokh to find a secret. Fly above the bridge and face southeast. Ascend until you see a high snowy ledge. Land and swipe the skeleton's quiver of Ice Arrows (15).

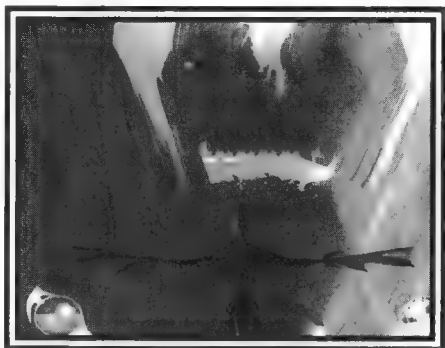


Fig. 4-136. This secret ledge above the bridge holds a quiver of Ice Arrows.



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Open the Second Dragon Gate

Return to the Dragon Gate and proceed west. Char the two Wartocks on the ground and fly through the passage.

Beware a Crow Dragon that's just drooling for something to kill. When fighting him, avoid going farther into the canyon or you'll find yourself in a rough crossfire with a Ballista. If you feel daring, you may have time to take out the Ballista (to your left) *before* the dragon.

As you approach the Ballista, beware a Crimson Dragon from the next canyon. Mop up the Wartocks on the ground and those surrounding the Ballista. Fly through the right opening to the west (the left opening held the Ballista and goes to the same place). Immediately take out the second Ballista dead ahead.

Go back to the first Ballista and search around for a quiver of Arrows (10).

Notice a locked wooden door below the second Ballista station. Looks like an exit from somewhere. Where's the entrance? There's an open door behind the second Ballista, but we need to do some housekeeping first.



Fig. 4-137. Note this exit. You'll be coming back through it from the Giant's Playground.

Go through the pass to the right of the Ballista and flush out another Crow Dragon. Clean up the Wartock scum (with a Health Elixir or two) on the ground as you check out the sealed Dragon Gate ahead. Look into the room cut out of the ridge to the left of the gate; that must be the switch. Blow a little fire at the Wartocks inside to clear the way for later.

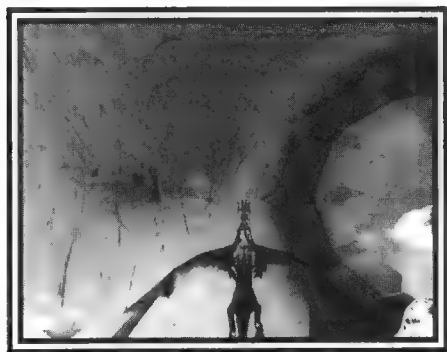


Fig. 4-138. To open this Dragon Gate, you need to get into the booth left of the gate. Fire at the Wartocks inside to eliminate some trouble later.

Turn around and fly up to the Ballista post behind you. Land Arokh safely away from the door and go carefully through it to a high ridge above another large cavern (the "Giant's Playground").



Fig. 4-139. Climb up this trail to get to the Giant's Playground.

Quickly note the Primitive Giant with the stash of explosive barrels. Jump and dodge along the ridge to let him exhaust his supply—you can waste him with arrows or, because he can't get down from his ledge, just let him be.

Walk to the end of the ridge and enter the opening in the wall. Scatter the Wartock and chop up the barrels to get a Potion of Invisibility and a Health Elixir.



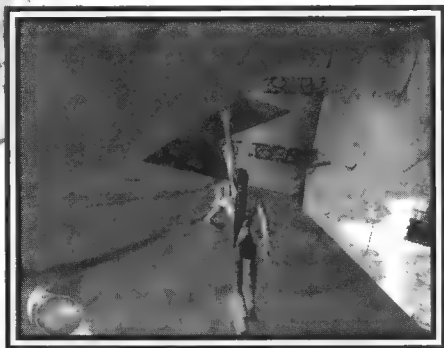


Fig. 4-140. Pull this switch to open the Dragon Gate.

Descend the ladder to the switch room, pull the switch to open the Dragon Gate, and return to the ridge.

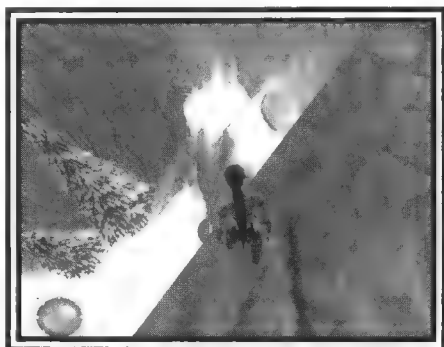


Fig. 4-141. Slide carefully down these steps to get to the goodies at the base of the Playground.



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Note

Nothing but thoroughness requires that you snoop around the lower portion of this valley, but there are a few treats and surprises below for the determined adventurer. If you don't wish to trudge around down there, simply return through the entrance from whence you came.

Go back to the ridge as far west as you can go. Slide down the sloped steps to the floor of the Giant's Playground. Take out the four Wartocks on the floor (one gives up a Health Elixir) and head south and down the hill.

Round the corner and continue east until you see two Wartocks lounging by a fire. When they've both been cut to ribbons, take their two Potions of Life, Banded Armor and a Battle Hammer. Return to where you descended from the ridge.

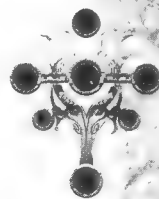


Fig. 4-142. Stay left and sneak through the pines if you want to beat the Giant nearby.

Hug the wall as you come around the corner and sneak between those twin pines ahead. You don't want to attract the attention of the Primitive Giant north of you. Sneak into the alcove hidden by the trees and kill the Wartock Guard for his Potion of Life. Jump atop the boxes for a Potion of Invincibility... which will come in handy immediately. Run toward the Giant and, when he notices you, gulp the Potion of Invincibility. You can now fight the gigantic beast unharmed, though you'll still be affected by his stomp (which will knock you down, rendering you defenseless for a moment).



Fig. 4-143. With the Potion of Invincibility, you can defeat even a Primitive Giant in hand-to-hand combat.



Tip

If you want to avoid the fight altogether, instead drink a Potion of Invisibility. You may then collect the Arrows, pull the lever, and exit without the fools even noticing you until you're safely out.

Once the Primitive Giant and his two Wartock lieutenants are toast, grab the quiver of Arrows by the boxes. Pull the lever by the door and rejoin Arokh. Hop aboard and proceed through the now-open second Dragon Gate.



Fig. 4-144. Arokh's old ally Werokh has been turned to the cause of evil. Oh well, no choice.

Defeat Werokh and Pass through the Gate

An unexpected reunion occurs as Arokh confronts an old ally from the Order, a dragon called Werokh. The old dragon confesses, however, that he isn't bound to a human—and shall never be again—but has been awakened by one who knows how to treat a mighty dragon. The evil creature rises to take your life.

Werokh attacks with his Ice Breath. You should have plenty of room to do battle in this cavern and Werokh is no match for your skill and Arokh's firepower.



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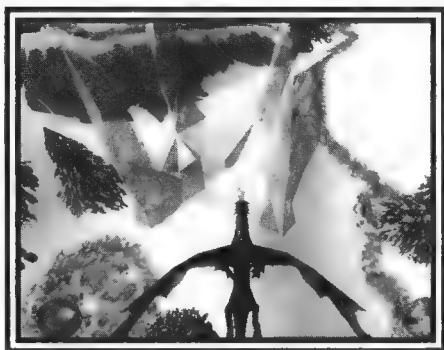


Fig. 4-145. Fly into the Rune of Ice to gain a new ability for your beloved dragon.

Once the foe is eliminated, a Rune of Ice rises in the center of the cavern. Enter it and acquire the power of Ice Breath. The Dragon Gate to the Eastern Archipelago opens.



Fig. 4-146. Beyond the Dragon Gate is the Island World and the promise of warmer weather.

Mop up the remaining Wartocks in the clearing if you wish and leave through the Dragon Gate. Through it, you can see the Island World.

A black and white illustration of a mountainous landscape. In the foreground, a river flows through a valley with some trees. In the background, there are jagged mountains under a cloudy sky. Several flying creatures, possibly pterosaurs, are visible in the sky. The word "Chapter" is written in a large, stylized, gothic-style font across the top left.

Chapter

A large, stylized number 5 inside a square frame. The number is white and the frame is black. The number 5 is positioned in the top right corner of the page.

5

Walkthrough:
Tropical
World

Introduction

The Eastern Archipelago feels like a totally different world. That's because it is—the final Dragon Gate has magically transported you to this world of palm trees and islands.

Tropical World is structured a bit differently from Mountain World; its five-level hub structure requires you to backtrack to and from the central Islands level in your quest to acquire the Rift Crystal.

To achieve this goal, you must acquire the Elemental Amulet (in the Islands level), steal the Bell Hammer of Alwarren (in the Alwarren level), pass the test of the Ebon Fortress' Bell Tower (in the Islands level), and win the Rift Crystal (in the Rift Crystal level). Once you conquer the Rift Crystal level, you will go to the Islands Night level. This level is identical to the Islands level except for the darkened skies and new set of enemies. Finally, you must venture into the Succubus Lair level to execute a daring rescue and find your way to Volcano World.



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The Islands, Part 1

Objectives

- ◆ Find Rimril
- ◆ Find the Goblin Fortress
- ◆ Infiltrate the Goblin Fortress
- ◆ Find the Jail Key
- ◆ Retrieve the Elemental Amulet
- ◆ Exit the Goblin Fortress
- ◆ Find the entrance to Alwarren

Items

- ◆ Health Elixir
- ◆ Ice Crystal
- ◆ Flaming Arrows
- ◆ Sting
- ◆ Mithril Long Sword
- ◆ Battle Axe
- ◆ Banded Armor
- ◆ Potion of Life
- ◆ Ice Arrows
- ◆ Explosive Arrows
- ◆ Gollum's Potion
- ◆ Battle Hammer
- ◆ Magic Arrows
- ◆ Fire Crystals
- ◆ Arrows
- ◆ Speed Scimitar
- ◆ Speed Bow
- ◆ Great Sword
- ◆ Potion of Invisibility

Enemies

- ◆ Crimson Dragons
- ◆ Orcs
- ◆ Drones
- ◆ Primitive Giants
- ◆ Ticks
- ◆ Goblins
- ◆ Ebon Dragons

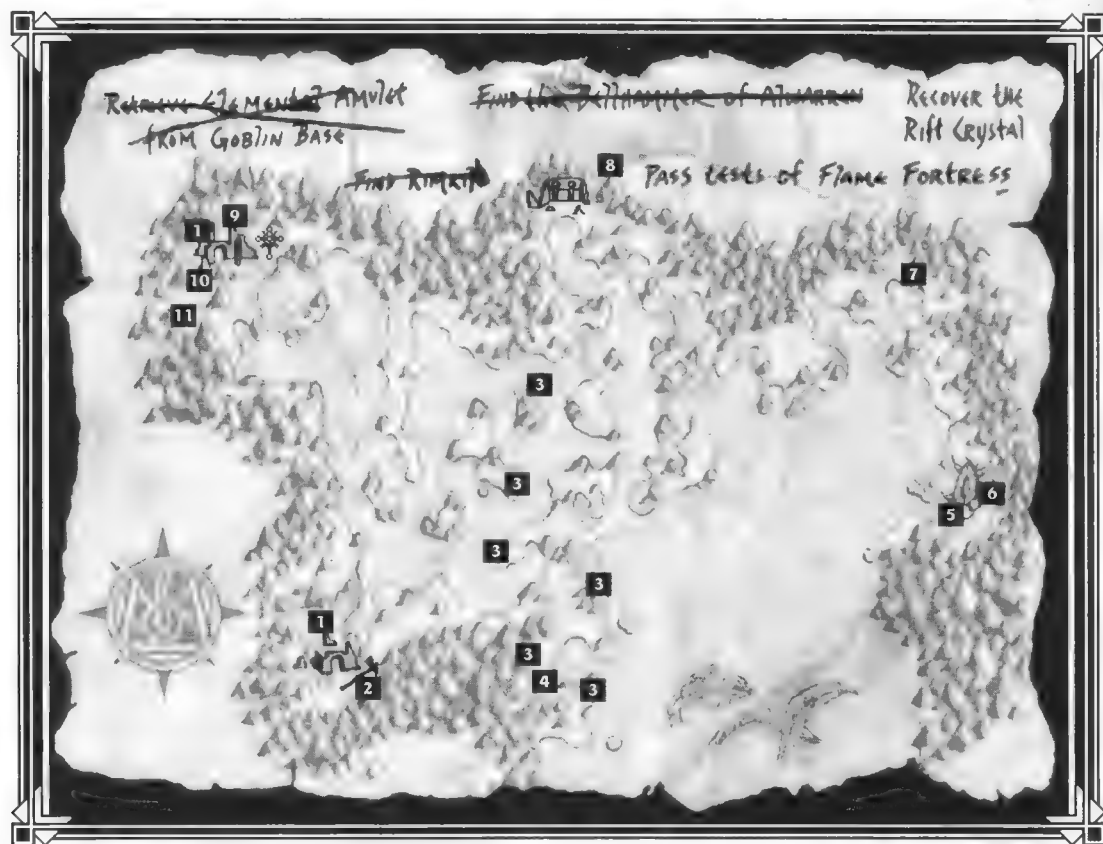


Fig. 5-1. Map of the Islands

- | | |
|------------------------------|---|
| 1. Fire Crystal | 7. Dock |
| 2. Entrance to Alwarren | 8. Ebon Fortress/Entrance to Rift Crystal |
| 3. Grimstone Citadel | 9. Goblin Base Entrance |
| 4. Entrance to Succubus Lair | 10. Goblin Base Exit |
| 5. Succubus Meeting | 11. Speed Scimitar |
| 6. Start | |

Maskthorough

Find Rimril



Fig. 5-2. This trio is up to something, Rynn just knows it.



Fig. 5-3. Your enemy, you're told, is a wizard residing in the fortress to the northwest. Think we'll see these helpful locals again?

Your adventure in Tropical World begins at the far eastern side of the map. As you leave your starting position, Arokh and Rynn meet a trio of Succubae who seem eager to help and advise. They tell you of an evil sorcerer who inhabits the Ebon Fortress and is responsible for importing Grimstone. They depart, leaving you atop a large tower near a spectacular waterfall.

Note

You should navigate this confusing level in as orderly a fashion as possible. Essentially, you follow the coastline counterclockwise, deviating only to examine the islands near the shore. Your circle takes you past the Ebon Fortress (north), the Goblin Base (northwest), and around to the entrance to the ancient city of Alwarren (southwest). You handle the southern portion of the map after you visit Alwarren.

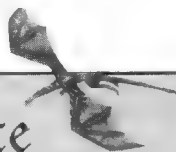




Fig. 5-4. Turn toward the waterfall and head right along the coastline.

Head west, over the falls to the sea, and follow the coastline north.



Fig. 5-5. Always be aware of dragons patrolling parts of the sea. When they spot you, your only warning of their attention will be a shot over your port bow...or right into it.



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Tip

Numerous Crimson Dragons patrol the coastline of the Eastern Archipelago, so you must constantly keep an eye out to sea. Attacks come without much warning if you're focusing too intently on the shoreline. When a dragon is protecting a specific location, the walkthrough will alert you. Otherwise, be ever vigilant and ready for air combat as you circle the sea. If you want to be really safe, patrol the sea to scout all the dragons before attacking the mainland.

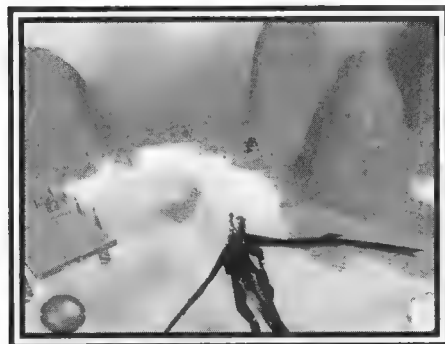


Fig. 5-6. Near this dock, deal with the Primitive Giant first—he's got a big stock of explosive barrels to throw.

You spy a Primitive Giant and a squad of Orcs milling about a loading dock on the shore. These enemies should be no problem if you mow down the Giant from the air before he starts throwing barrels or if you simply blow up all his ammunition before he gets the chance.



Fig. 5-7. This cave hides Flaming Arrows, but it's well defended.

Note

Dealing with Goblins is deceptively tough. They fire all manner of Arrows, but do so with deadly accuracy against an airborne target. You need to bob and strafe to fight them safely. Pause, target, and fire while they load their weapons (you can see them do this from medium range), then move as soon as they fire.

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The next peninsula to the east houses two Goblins. Two Crimson Dragons patrol above—one of whom is activated by your entrance into the cave. Deal with the first dragon, walk Arokh into the cave, and emerge ready to fight when you hear the second dragon's arrival. Once you eliminate the opposition, check the barrel to find Flaming Arrows.

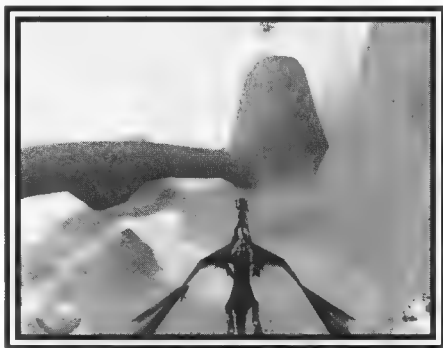


Fig. 5-8. This is the northern tip of a very long peninsula. Work your way south, then back up and around north to clean out its inhabitants.

Next, a lengthy peninsula juts southward. As you approach it, two Crimson Dragons leave their patrols to engage you; they attack one at a time, but there's no way to know until they're on top of you. At the northern end of the peninsula, a trio of Goblins must be dealt with (or they'll pepper you to within an inch of your life).



Fig. 5-9. You'll have to stay on the move to avoid the fire from this passage. There's nothing of interest in it now, but you must enter it after the sun goes down.

Further down, three more leapin' lizards wait outside a passage. Elude their fire and singe them.



Fig. 5-10. This honeycomb-like bulge in the peninsula has a few inhabitants.

At the southeastern end of the line, a series of passages run under the apparent surface of the landmass. Land and drop in to fight a pair of Goblins (one has a Health Elixir).

Finally, at the southern tip, a lone Goblin (sporting a Health Elixir) guards a ruin and a locked door to a room cut out from the rock wall. You won't be able to get

past the door until you've won the Rift Crystal. Head north along the peninsula until you return to the northern shore.



Fig. 5-11. These ruins are the campground for another Goblin and his Health Elixir.





Fig. 5-12. This door is locked. When you return here in the Island's, Night level, it can be unlocked with a key won in a nearby battle. For now, forget about it.

As you approach the mid-northern portion of the map, the shoreline swoops away to the north into a deep inlet. At the head of the inlet, an ancient Temple (the Ebon Fortress) protrudes from the cliff face. As you approach, a figure emerges and addresses you. Is this the wizard the Succubae warned you about?

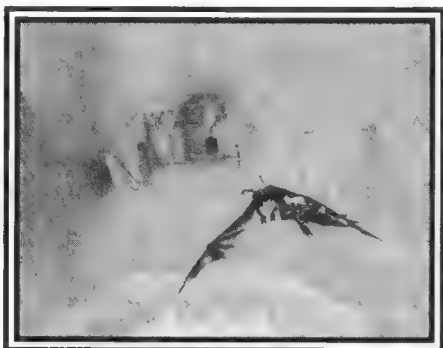


Fig. 5-13. In this northern inlet, the door of the Ebon Fortress awaits. Head toward it to discover some vital information.



Fig. 5-14. This ancient wizard is a good friend. Follow his instructions to continue your quest.

It turns out that Arokh knows this man, a Guardian Mage named Rimril. He's not handling the Grimstone importation—it's the Succubus Queen, Shilla, who's in cahoots with the Dark Union. The Succubae were trying to trick Rynn into getting the Rift Crystal and returning it to them. Who to believe? Best to go with the known than the unknown, so you choose to believe Rimril.

Rimril informs you that you need the Rift Crystal to battle the Dark Union. To get it, you must steal the Elemental Amulet from a fortress overrun by Goblins (in the northwest corner) and retrieve the Bell Hammer from the lost city of Alwarren (in the southwest corner). When you return them to him, Rimril will allow you access to the Ebon Fortress to withstand its tests of traps. If you survive the tests, you may ring the tower's bell, opening a portal to the keep of the Rift Crystal.



Note

If you return to this inlet before getting the Elemental Amulet and the Bell Hammer, Rimril will send you away until you've completed your mission.

Find the Goblin Fortress

Leave the Ebon Fortress inlet and continue flying west along the shoreline.

To the south, five islands sit just offshore. Ignore the first (largest) island and take out the first Grimstone Citadel (on the second island) before going too far.



Fig. 5-15. Deactivate this and any other Grimstone Citadels you encounter.



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Note

Grimstone Citadels can be deactivated, but only if you fight from maximum distance. Fly toward one until it just comes into view through the fog (another reason to set fog distance to maximum). Target the green crystal and fire until it explodes. If you get too close, there's no way to avoid the Citadel's homing beams.



Fig. 5-16. Take care of the Citadel first and then charbroil the Goblin sentries.

The long, third island features another Grimstone Citadel and a cave guarded by Goblins. Enter the cave but beware of that locked chest. When you approach the Potion of Invisibility on the pedestal, a Goblin hops out of the chest. Get away from the explosive barrels and cut

the little sneak down. Return to Arokh and, before you leave, deactivate the Grimstone Citadel on the shoreline to the south.

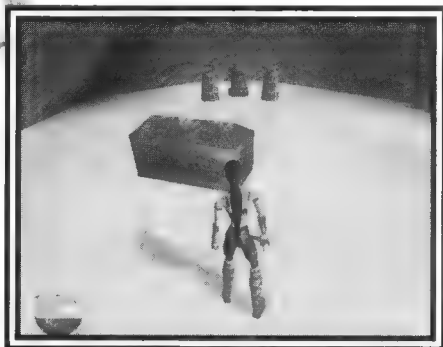


Fig. 5-17. This chest holds an unpleasant surprise.

The next island (a very small one with the Pirate Ship anchored nearby) is empty.



Fig. 5-18. Yo, ho, ho. The island is empty and the Pirate Ship won't sink. What fun is that? Don't waste your time on either.

The final island is guarded by a pair of Crimson Dragons in the air and a Goblin on the ground. Enter the small cave and meet a Goblin grenadier. Hop toward him to keep him from hitting you (the damage is massive). Separate his head from his scrawny body and root around for a Health Elixir (in a barrel) and a quiver of Explosive Arrows (25, in a wooden box).



Fig. 5-19. This island is the last one before you resume your journey north. Fortunately, its rewards are ample.

Northeast of this final island is the southern tip of the Arch Peninsula, a very long outcropping named for the giant arch in the middle. Seek out and destroy the Crimson Dragon in this region before doing anything else. Explore the caves at the southern tip to find an Ice Crystal and a Health Elixir (in a chest) guarded by a Goblin (outside) and a Goblin grenadier (inside).



Fig. 5-20. This peninsula features some useful stuff and a very impressive arch.

Head north along the arch (on the west side) and shoot down another Crimson Dragon.

West of the arch, you see a tall ridge through the mist. Atop the ridge, a ruined stone wall serves as a lookout post for the Goblin Base. Fly toward it and eliminate the Goblin stationed inside. The storage box in the corner holds a Potion of Life.



Fig. 5-21. This outpost greets you as you approach the Goblin Base.

Fly west along the land bridge from the outpost until you see the Goblin Base entrance in the distance. A Crimson Dragon patrols overhead. Shoot as many Goblins as possible before you attract the dragon's gaze.



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Tip

If you attract the dragon, draw it away from shore. If you hang around, you're an easy target for any Goblins sniping from the ground.



Fig. 5-22. The entrance to the Goblin Base is extremely well defended from ground and air. Clear out all Goblins before attempting to enter the base.

Survey the surface around the base to clear out all the Goblins. Keep your eyes peeled for a Speed Scimitar in the southeast corner of the base's exterior.

Just north of the Scimitar, a clearing against a massive rock wall features a large palm tree. Land in it and mow down the trio of Goblin guards. Notice the bushes to the left, where a barrel contains a secret Potion of Life.



Fig. 5-23. Look for the secret barrel behind the bush.

On the other side of this area, a cave leads into the rock and to the exit from the base. It's inaccessible for now.



Fig. 5-24. Unless you like breathing through your solar plexus, don't try to go in through the out door.



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Note

Note the ladder leading down—you'll return via this ladder after you retrieve the Elemental Amulet. For now, it's protected by a bed of spikes at the bottom.

Fly back to the front entrance, leave Arokh, and enter the door.



Fig. 5-25. This doorway leads into the bowels of the Goblin Base.

Infiltrate the Goblin Fortress

Descend the ladder into the Base and duck aside as the Goblin fires on you. Take care of him and proceed down the hall.

Descend the next ladder to a high platform. Snipers are stationed to your left and above you to the right. Without cover, there's no way to pick them off safely, so head straight for (but don't go through) the doorway ahead. Be careful on the jump, it's an extremely tough one.

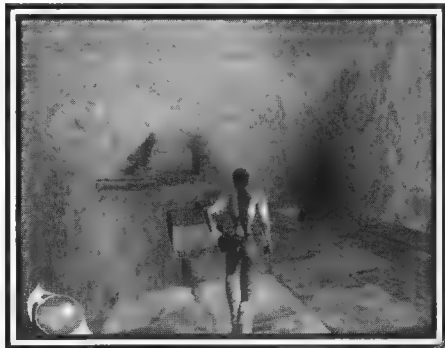


Fig. 5-26. As soon as you get off the second ladder, run like mad for the cover of that passage ahead. Jump from the farthest end of the broken bridge to the other side...if you do it right, you'll just barely make it.



Tip

You're a sitting duck while you're hanging on that ladder, so get off it as soon as possible. Look down as you descend the ladder. When you can land without damage, press Jump to drop to the floor.

This hallway is a big trap, so read this paragraph carefully before tripping it. When you get about one-quarter of the way down the hall, the doors at the end open to reveal a spinning blade that runs back and forth down the passage. You can't outrun this blade.



Fig. 5-27. When you see this blade emerge, run back through the door you came in. Once the blade passes, follow it.

To navigate the hall, walk forward and turn to face the doors concealing the spinning blades. Walk backward until the doors begin to open and run back out the door where you came in. When the blades pass, follow them down the hall until you see an alcove to the right. Duck and roll into the alcove. Remain crouched or the

shoulder-high spikes end your quest where you stand. When you see the spikes return to the other end of the hall, roll out and complete the trip to the end. Puncture the Tick waiting for you there.





Fig. 5-28. Duck and roll into the safety of this alcove, but don't stand up. The bloody wooden spikes aren't much safer than that blade out there.

Ahead is a passageway, but first go left to find a pair of Goblin guards (two of the snipers from a few moments ago). Make them pay for taking potshots at you and proceed down the next hall. A barrel in the corner hides a Health Elixir. Now go to the passageway.

Find the Jail Key

As you go down the hall, a Goblin spots you and slams closed the gate to the Jail. You can go left or right.



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Fig. 5-29. Note this intersection well, you'll soon be very familiar with it.

To the left is a room full of kegs and three Goblins. They say "taste's great," you say "less filling," and a fight breaks out. To celebrate your victory, steal the Health Elixir from atop the wooden box.



Fig. 5-30. Up or down? Up for now—down isn't worth it until you pull the secret switches upstairs.

Climb the staircase to reach a hallway with stairs going up (right) and down (straight ahead). Kill the Goblin patrolling the hall and head up the stairs to the right.

Note

Secret: The down staircase ahead leads to a brick wall. Or does it? To expose this area, press the touch plates on the walls in the upstairs room (the Captain's Quarters) to reveal a switch. Pull the switch to open the false brick wall in the room below. Head down to find yourself high above a large room with an island in the middle. Dive off the ledge and swim to the island. The lone Goblin there guards a Gollum's Potion (a.k.a. a Potion of Invisibility) and a sword named "Sting." Once you've collected this stash, climb the path from the water's edge to the doorway and resume your journey. Two new Goblins arrive to slow your escape.

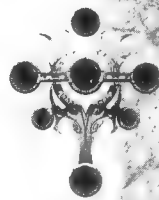
Sting



- ◆ Armor Piercing: Yes
- ◆ Damage: 30
- ◆ Durability: 25
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Secondary Attack: Block

This Short Sword doesn't have much life left, but it does tremendous damage (as much as a Battle Hammer). It pierces armor, but its range is very, very short.

Up the stairs, in the Captain's Quarters, wipe out the two Goblins and go shopping in the armament racks along the walls. Choose from a Battle Hammer, a Mithril Long Sword, a Battle Axe, and a Great Sword. A Potion of Life on the table will come in handy. Press the touch plates on the walls to open a secret door. Pull the switch to open a secret passage to the island room (see Note).



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Fig. 5-31. Press this touch plate (the stone protruding from the wall) and the one just like it on the other side of the room to open a secret wall in this room.



Fig. 5-32. The secret chamber hides a switch. Pull it and head downstairs to see what happened.

Return to the Jail Gate. You still need that key, so climb the right staircase to continue the search. At the top of the stairs, a T-intersection leads left and right. To the left is an Orc in a cell and to the right is a larger cellblock.



Fig. 5-33. This statue marks your next intersection.

Turning left, observe the Orc reclining in his cell. If you pull the switch, the walls converge to crush whatever walks between them. Odds are, that "whatever" will be the Orc. After he's pulp, time the walls and grab the Health Elixir he leaves behind.

Return to the intersection and go to the other side. Go right toward the other cellblock. As you approach the door, pause as a Goblin pulls a switch activating a ceiling trap.

Wait for the ceiling to retract before entering and dicing the little bugger (take his quiver of Arrows). Turn around to see the Jail Key hanging on a rack by the door along with a Speed Bow (75/75) and a quiver of Magic Arrows (15).

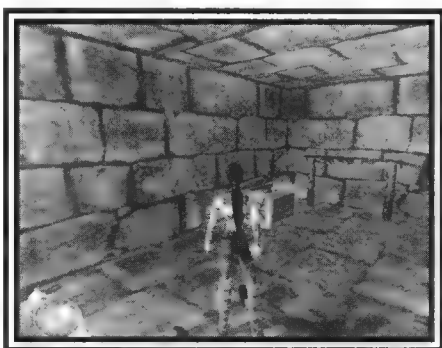


Fig. 5-34. After you avoid the ceiling trap, grab this key. For some extra stuff, release the Orcs and let them wander under the ceiling. Then ransack their room.

Another switch left of the cell door releases two Orcs, but also reactivates the ceiling trap. Pull the switch and run to the side of the room. If the ceiling trap misses one of the Orcs, kill it yourself. Enter their cell to find a Fire Crystal hidden in a barrel.

Be careful of the trap as you return to the Jail Gate.

Retrieve the Elemental Amulet

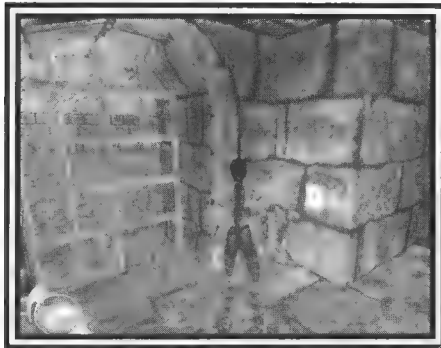
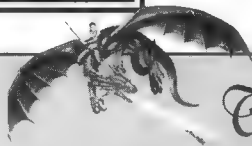


Fig. 5-35. Insert the key into this lock and be ready for one brutal battle.



Tip

This room is a toughie. There's a nasty grenadier crossfire to deal with, plus a large squad of regular Goblins and a band of Ticks. Start by picking off as many of the Goblins as you can with Arrows from outside the room. Once that tactic is exhausted, rush in with a Fire Crystal and let loose one or two charges. There's probably one grenadier (on the right) who has stayed out of the fray; jump at him to snuff him out.

Return to the locked Jail Gate and insert the key to unlock it. Three Goblins guarding this room are in perfect crossfire position, so pick off as many as possible from the doorway. When you enter the room, the rightmost Goblin pulls a switch and releases a gang of Ticks. Once the coast is clear, look for a quiver of Arrows (10) and a Health Elixir hidden in a barrel.

Head up the stairs to find the resting place of the Elemental Amulet.

Actually getting it takes some ingenuity. First, pick up the Banded Armor from the skeleton. Look up to see the large cage hanging over the Amulet's pedestal. If you attempt to snatch the Amulet, the cage falls and a cloud of Poison Gas signals your untimely end.

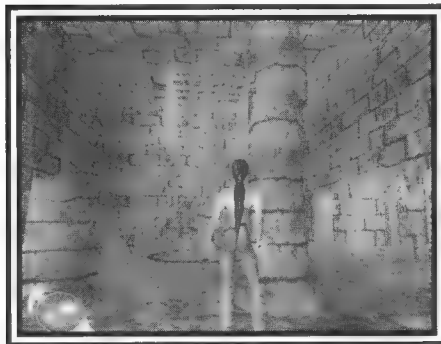


Fig. 5-36. Topple this column and run toward the pedestal. When the cage swings away from you, grab the Amulet. Immediately, back flip from where you stand to avoid the Poison Gas cloud.



To the left of the door is a large, precarious-looking column. Walk around it and push the column toward the cage, causing it to swing back and forth. As the cage swings away from you, run in, pocket the Amulet, and flip out of the way as the cage falls harmlessly away from the pedestal.

Exit the Goblin Fortress

As the cage falls, a gate opens to admit a very angry Goblin grenadier. Fortunately, he's alone and should pose no great threat.

The next room contains another trio of crossfiring Goblins (one drops a Health Elixir). Deal with each, then a barrel for a Health Elixir and a chest for an Invisibility Potion.

Climb the stairs to another room where a fountain gurgles soothingly. Turn right to peer down the next hallway. If you try to run down this hall, a hail of darts kills you where you stand. Instead, let the large crate in the fountain room take the punishment for you. Get behind it to push it down to the end of the hall. Turn left and split the Goblin guards in two.



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Fig. 5-37. Push the box out of the fountain room and into the hall to protect you from the hail of darts.

The large chamber can only be crossed via three laterally swinging platforms. Jump to the first, then to the second. You will notice a pair of Goblins waiting ahead on a narrow ridge, so ride the platform from behind its central tower. Wait for the second and third platforms to get in sync and jump to the third, taking cover again.

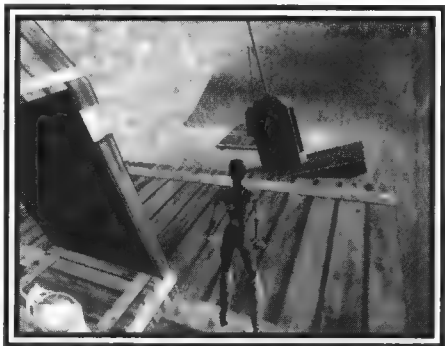
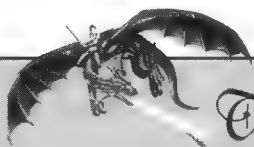


Fig. 5-38. Jump from platform to platform, but stay to the right of the central pillars to shield yourself from snipers.



Tip

You also can pepper the Goblins with Arrows from the platforms, though targeting might be difficult and the return fire you receive may be quite heavy.

Jump to the narrow ledge and rush the Goblin snipers, hopping to avoid their Arrow attacks. When you get in fighting range, slice up the Goblins one at a time and proceed along the ridge until you arrive at the ladder surrounded by spikes.

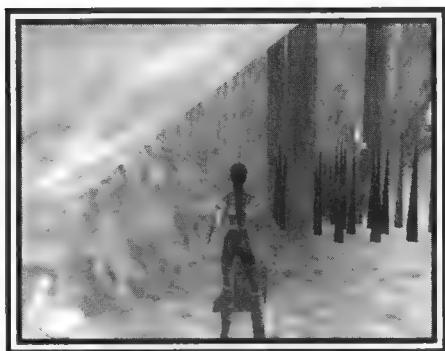


Fig. 5-39. Yank on this switch to get rid of those pesky spikes. Climb up and return to the surface.

Pull the nearby switch to retract the spikes. Climb to the surface, kill any newly arrived Goblins, and summon Arokh.



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Find the Entrance to Alwarren

Fly south from the Goblin Fortress, hugging the coastline until you see the head of a large waterfall. A Crimson Dragon and an Ebon Dragon patrol the shoreline. Try to face them one at a time.

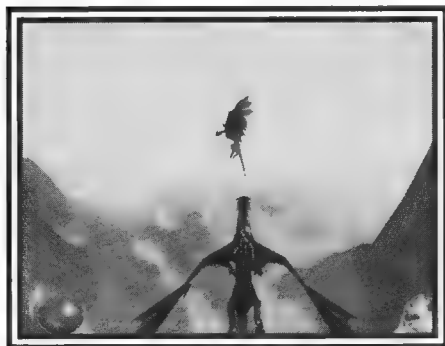


Fig. 5-40. Facing your first Ebon Dragon is no easy task with a Crimson brother lurking nearby.

Once the skies are clear, explore the ruins above the falls for a Fire Crystal guarded by a single Goblin. You're attacked by a group of Drones as you try to lift off.

Dive down the falls and search for a ruined, stone gateway. Enter it with Arokh to find the lost city of Alwarren.

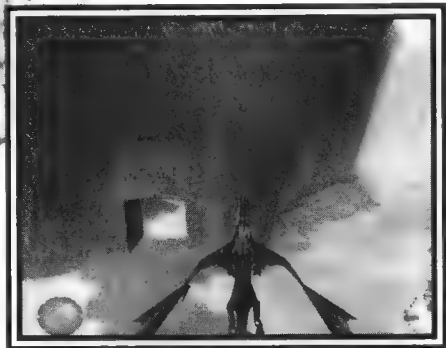


Fig. 5-41. Walk Arokh into this gateway to enter the mysterious city of Alwarren. What wonders await?

Note

After you win the Bell Hammer of Alwarren, you return to the Islands level right where you left off.



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Alwarren

Objectives

- ◆ Find Tuiri's Soul Crystal
- ◆ Return to Tuiri
- ◆ Find the first Barrier Crystal
- ◆ Find the second Barrier Crystal
- ◆ Find the third Barrier Crystal
- ◆ Find the fourth Barrier Crystal
- ◆ Find the fifth Barrier Crystal
- ◆ Find the sixth Barrier Crystal
- ◆ Find the City Seal and insert the Barrier Crystals
- ◆ Get the Bell Hammer
- ◆ Leave Alwarren

Items

- ◆ Health Elixirs
- ◆ Vykruta's Axe
- ◆ Great Sword
- ◆ Flame Swords
- ◆ Flaming Arrows
- ◆ Banded Armor
- ◆ Potions of Life
- ◆ Mithril Long Sword

Enemies

- ◆ Ballistae
- ◆ Primitive Giants
- ◆ Drones
- ◆ Ticks
- ◆ Orcs
- ◆ War Giants
- ◆ Crimson Knights
- ◆ Wartock
- ◆ Goblins
- ◆ Scavengers

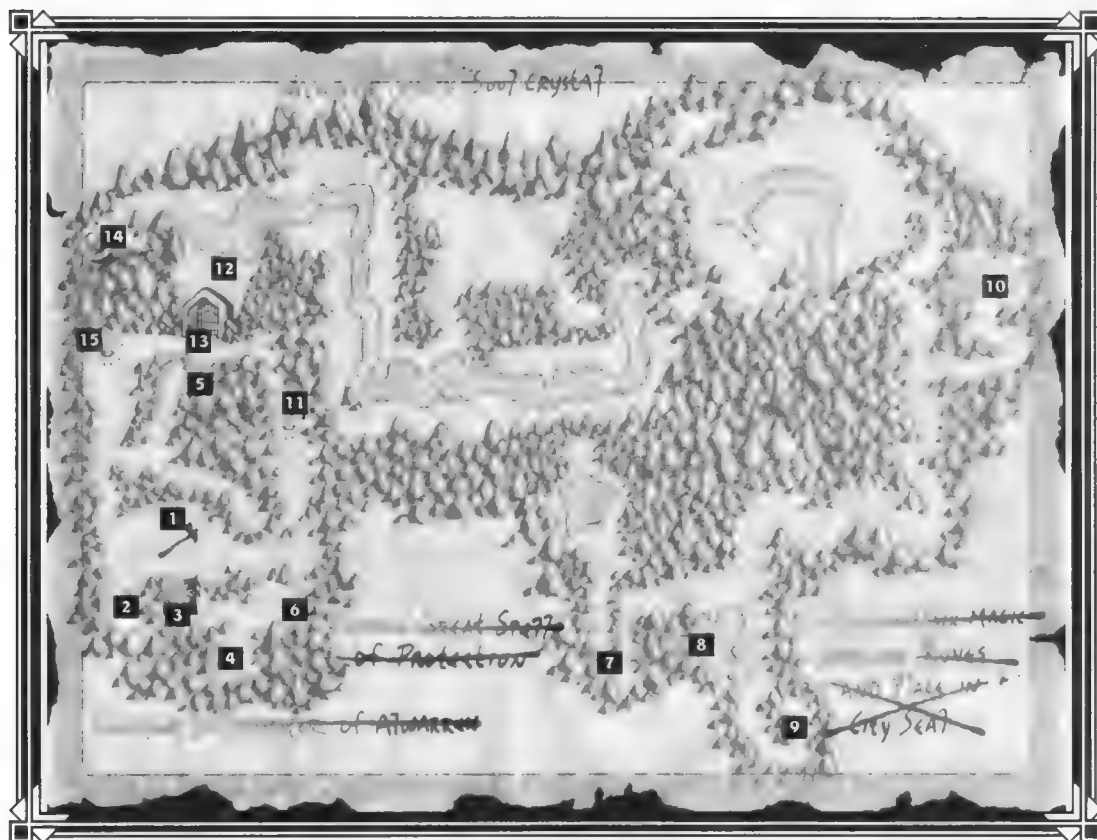


Fig. 5-42. Map of Alwarren

- | | |
|-----------------------------|------------------------|
| 1. Bell Hammer | 9. Vykruta's Axe |
| 2. Barrier Crystal #3 | 10. Soul Crystal |
| 3. Order of the Flame Plate | 11. Barrier Crystal #5 |
| 4. Barrier Crystal #6 | 12. Tui |
| 5. Barrier Crystal #1 | 13. Gate to City |
| 6. Barrier Crystal #4 | 14. Start |
| 7. Orc Camp | 15. Barrier Crystal #2 |
| 8. Skeleton with Key | |

Waskthrough

Find Tuiri's Soul Crystal

Rynn and Arokh begin this level in the northwest corner of the map. Proceed forward and take flight. You arrive at a meeting with Tuiri, a Soul Shade. She tells you that to get the Bell Hammer you first must fetch her Soul Crystal, which is stashed outside the city, so she can deactivate the Spell of Protection that encases the city and the Bell Hammer within it.



Fig. 5-43. Tuiri, a former member of the Order, offers you her story and much advice. Pay close attention.

Note this area well; you must return here when you've found the Soul Crystal. The gateway leads to the protected part of the city and the Bell Hammer. It's closed to you now.



Fig. 5-44. Locked! Complete your first mission and the gates will open.

Follow the river to the east. Barbecue a trio of Orcs marching down the bank. One drops a Health Elixir.

Round the first bend and battle a rapid-firing Ballista. Beware—another Ballista waits further ahead. If you venture too far, you're targeted by both.

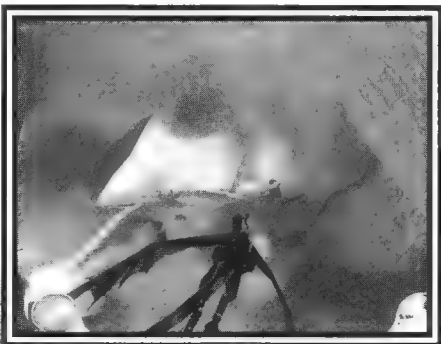


Fig. 5-45. Be sure to take out the first Ballista before the second knows you're here.

The barrels near the first Ballista contain a Health Elixir, as does one of two Orcs who greet you when you land.



Note

Just beyond the second Ballista, a passage leads off to the left. You can proceed from here by going straight up the river or by taking this passage. The left passage is the more dangerous thanks to a Ballista trap that awaits anyone venturing this way.

Fly over a series of small waterfalls until the roof of the cave opens at a larger waterfall. Look for a small passage to the southeast. It contains a skeleton and a pair of Health Elixirs.



Fig. 5-46. Swim to that cave and get some valuable health care. I don't think that skeleton needs it anymore.



Fig. 5-47. When you can't go any farther, fly up to receive a very rude greeting from an array of foes.

As you ascend, two Drones make a nuisance of themselves. Stay low and get rid of them before you ascend into the heat of real battle.

Turn to face east and ascend through the hole. Two Ballistae and a War Giant are perched in the distance, waiting to tan your hide. Peek in and out of the cavern to take out all three threats.





Fig. 5-48. Target the Ballistae first; they go down much easier than the War Giant.

Go through the passageway behind the War Giant. After several twists and turns (and an Orc or two), you come to a Goblin camp near a massive iron gate. One of the six Goblins drops a Health Elixir, and a nearby box and barrel each contain Health Elixirs. There are several grenadiers among this group, so wipe them out with Arokh from maximum distance.

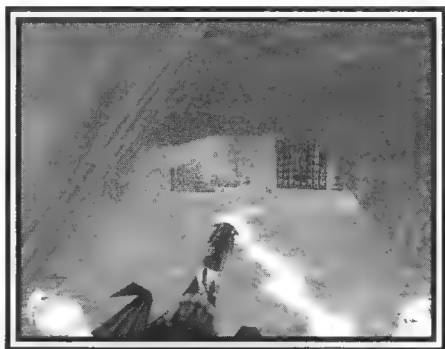


Fig. 5-49. With six Goblins arrayed around this camp, battle here is best waged from a distance.

Move Arokh away from the gate (you'll see why in a moment) and pull the switch to the right of the door. Jump back in the saddle and pummel the Primitive Giant flinging stuff at you from beyond the now-open gate.



Fig. 5-50. When Primitive Giants throw a party, they really throw a party. Be ready for this big guy before you pull the gate switch.

Unfortunately, this gate is locked, so you have to swing left and head down the long passageway. You must dismount to venture any farther.



Fig. 5-51. You're on your own, kid. Go find the Soul Crystal.

Follow the path as it curls left and down. Two Goblin grenadiers protect a shrine containing the Soul Crystal. The coast looks clear...doesn't it?



Fig. 5-52. Looks safe enough, but you'll get some company when you grab the Soul Crystal.

As you pocket the crystal, two Crimson Knights teleport in to make you put it back. Use the altar as cover and try to isolate the Knights to fight them one at a time. Once they've both fallen, grab their Flame Swords and return to Arokh.



Tip

Another way to deal with these Knights is to plan for them. Park Arokh right outside the entrance to the cave. When the Knights appear, run back to Arokh and let him get a few shots in as they pursue you to the door.

Return to Tuiri

As you return to the locked gate, you find it open. Hiding beyond it is a nasty quartet of Goblins. One of them yields a Potion of Life, as does a barrel to the right.

Go along the passage until you reach a large drop. Follow the waterfalls, fighting off Drones and Goblins, until you get to a nice, placid pool.

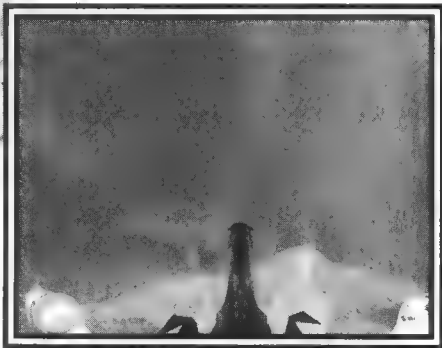


Fig. 5-53. Dive into the water to get to this small cave. Inside, find a key for a very valuable weapon.

Land on the shore and look west for a small cave (marked with a bluish glow). Jump into the water and swim to the cave. Take the skeleton's key and return to Arokh.

Char the Orcs along the pool and proceed south. Dismount and walk through a stone arch (don't forget the Fire Crystal to the left of the door).

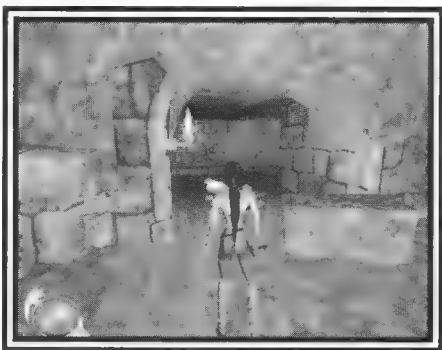


Fig. 5-54. It's easy to miss this crystal sitting innocently left of this arch.



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Caution

Don't fall in that big hole. If the fall doesn't kill you, the spikes will.

Gut the two Orcs waiting inside the arch and wind your way down the hall. A room at the end is chock full of Orcs and a Wartock (wearing Plate Mail). Inside, a pair of Health Elixirs graces a table and an iron gate displays an impressive-looking axe.

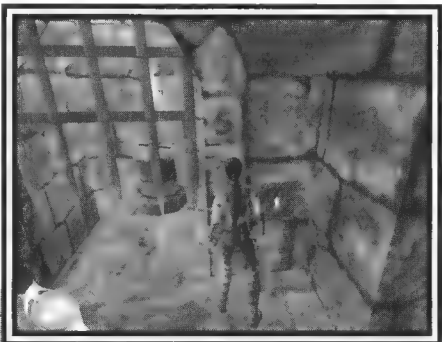
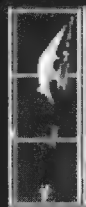


Fig. 5-55. Use the key you got from the skeleton to access Vykruta's Axe.

Dykruta's Axe



- ◆ Armor Piercing: No
- ◆ Damage: 40
- ◆ Durability: 42
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Sec. Attack: 25 Lightning Spells

This variation on the basic Lightning Axe boasts 10 extra damage points and a gaudy 25 Lightning Spells. Don't be at all shy about using them, but try to save some for the Death Mages in coming levels.

Head back out to the pool and go west to the gate. Dismount and walk through the open door. When you attract the attention of a Primitive Giant, lead him back to the gate where Arokh can blast him from safety.

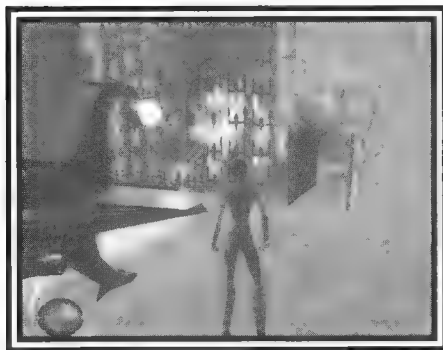


Fig. 5-56. Burn, baby, burn. Arokh can defend himself against even vicious Giants.

Go back through the gate to an Orc camp. Dismember the trio of Orcs and pull the switch to open the gate. Go back and fetch Arokh.

Pass through the next gate, where another Orc waits. Fly over a pool and follow the passage. Two more Orcs make great briquettes thanks to Arokh.



Fig. 5-57. Make the twin Ballistae your first priority in this clearing.

As the passage opens into a large room, fragment the two Ballistae to the left and then clear out the Orcs around the ruin. A couple of Health Elixirs are stored in barrels near the Orcs' dinner. Another wandering Orc gives up the ghost and one more Health Elixir.

Follow the cavern down and back to the river. Turn right and fly back to meet with Tuiri. Walk over to her enchanted skeleton to get her attention.



After lifting the Spell of Protection over the city core, Tuiri explains what you must do to find the Bell Hammer. Collect the six Barrier Crystals and place them into the City Seal. Doing so lifts the Barrier that protects the Bell Hammer, allowing you to retrieve it.

Find the First Barrier Crystal

Walk through the open gate and you should immediately see the first Barrier Crystal.

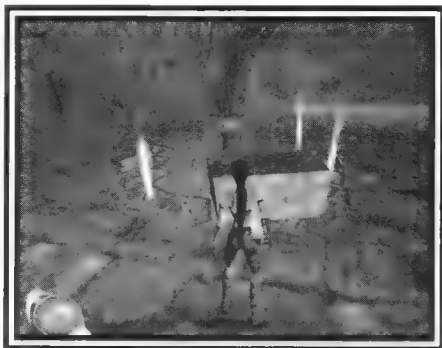


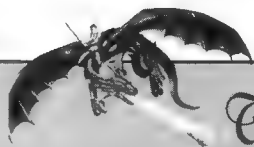
Fig. 5-58. All the Barrier Crystals are protected by these rings of fire. Fortunately, this first one hasn't been kept up properly and you can just walk in via one of the inactive jets.

Notice that the crystal is surrounded by a series of fire jets. If you walk through one of the jets, you're set fatally ablaze—you're welcome to try it, but the Surgeon General advises against it.

Here, however, most of the jets aren't working. Walk right in and grab it.



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Tip

Before you snatch the crystal, face Arokh toward the cave to the right of the door and dismount. Walk into the circle and grab the crystal. Immediately, a Crimson Knight materializes in front of Arokh. As your dragon lets loose a stream of brutal breath, strafe back and forth until the Knight drops. As long as the Knight can see you, he won't target Arokh.



Fig. 5-59. Use Arokh's automatic protection to eliminate the Crimson Knight who teleports in to stop you from stealing his Barrier Crystal.

As you pocket the Barrier Crystal, a Crimson Knight appears to your right. Scorch him and head down the path he was guarding.



Tip

You need ample inventory room to store all six Barrier Crystals, so leave a few items here. You'll come back through here later, so you'll have the opportunity to collect them.

Find the Second Barrier Crystal

Leave Arokh behind and slide down the slope toward a stone doorway. Note the Health Elixir next to the door; you'll have to time it right or you'll slide right by.



Fig. 5-60. Look before you leap. Plan to snag that Health Elixir before sliding to the door.

When you do go through the door, run immediately! The floor begins to give way the instant you make contact. When you reach a corner, you can safely stop and eviscerate a Scavenger.

Continue down the hall until you see a corner where the floor has already collapsed. Jump the first gap and chop the barrel for a Health Elixir. Turn left and jump over the next gap.

As you return to solid ground, quickly exterminate the Tick that creeps out from the left. Note the ruined wall ahead of you. The second Barrier Crystal is on a high ledge over your head. You have to find a way to get up there. Jump through the wall and head forward up the hill.



Fig. 5-61. The map says it's here! If you walk up the hill and turn to face the way you came, you'll see the next Barrier Crystal on a high ledge.

Creep up the hill, but be ready to face a gang of Ticks. Use a Fire Crystal or a Lightning Spell to scatter the Ticks before they gang up on you. Walk up the hill until the path splits. You'll be taking the path straight ahead in a moment, but for now, go right.





Fig. 5-62. Take the right path to get the second Barrier Crystal.

As you approach a stone door, battle a Crimson Knight. Jump over the gaps in the collapsed floor, pausing to get a pair of Health Elixirs. Greet the Scavenger and follow the path to a skeleton holding a quiver of Flaming Arrows (10). Turn right to find the second Barrier Crystal.

This crystal is fully protected by its ring of fire. Notice, however, a large stone block standing upright near the ring. Push it over to create a bridge, grab the Barrier Crystal, and retrace your steps to the split in the path.



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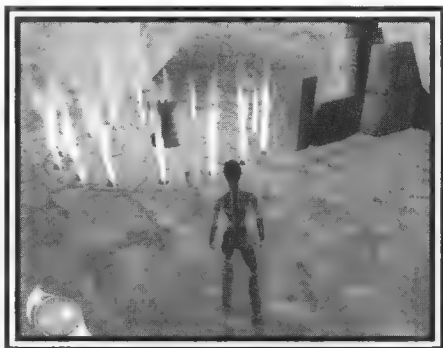


Fig. 5-63. Push over the large stone to the right to create a path to the second Barrier Crystal.



Fig. 5-64. Once the block is down, you have safe passage.

Find the Third Barrier Crystal

Jog up the path, past a portal sealed by the Barrier. Do battle with the half dozen Goblins there. Beware of the grenadier hiding around the corner. Two Goblins give up Health Elixirs.

When the coast is clear, turn to deal with the Barrier Crystal.



Fig. 5-65. Jump onto the tall stones near the Fire Ring and leap over the flames to get the third Barrier Crystal.

Hop onto the two stones next to the ring of fire and jump over the flames. Grab the Barrier Crystal. Getting out is a bit more difficult. Jump onto the crystal's pedestal and return to the stone.

Note

Secret: The pedestals next to the stairs nearby are missing, leaving open holes in the masonry. One is shattered, one isn't. Look inside the intact one to find a Potion of Life.

Find the Fourth Barrier Crystal



Fig. 5-66. Walk through this door to continue the journey.

Head into the doorway near the Fire Ring and find a ladder leading to an upper floor. Take the next ladder as well.

Approach a glowing dome that is the top of the Barrier. Look down to see the Bell Hammer ensconced in a tower. To the left, a small path leads up to a skeleton grasping a Mithril Long Sword.



Fig. 5-67. This small path left of the dome leads to an excellent weapon.



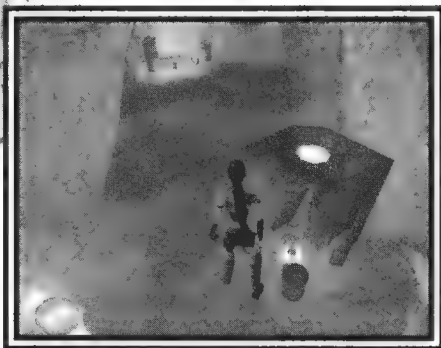


Fig. 5-68. Look down through the protective dome to see your ultimate objective, the Bell Hammer.

Pass through a stone doorway to meet two Goblins. Turn right and follow the path to a Goblin grenadier. Jump into a hole in the floor to find the fourth Barrier Crystal.



Fig. 5-69. Plummet through this hole to locate the next crystal.

The ring of fire around this Barrier Crystal seems intact, but there's something odd here. The jets cycle clockwise, burning out for a second. Stand in front of a jet and, when it goes out, run inside the circle. Grab the crystal and repeat the process to exit.



Fig. 5-70. Like Christmas lights, the jets of this ring go out briefly before re-igniting.

Find the Fifth Barrier Crystal

Note the locked door behind the ring. You'll return here a moment later to deal with the Orc standing guard.

Kill off the trio of Goblins standing downhill from the ring (one drops a Health Elixir).

Enter the tunnel ahead and disarm (literally) the Goblin left of the door. Forge ahead and jump over the gap in the trail. Cross the bridge.

This crystal is surrounded by a functioning ring of fire. Notice, however, the fountain along the wall and the dry pool in which the pedestal sits. Hack at the fountain to fill the pool with water and extinguish the ring of fire.





Fig. 5-71. Hack at this basin to flood the pool.

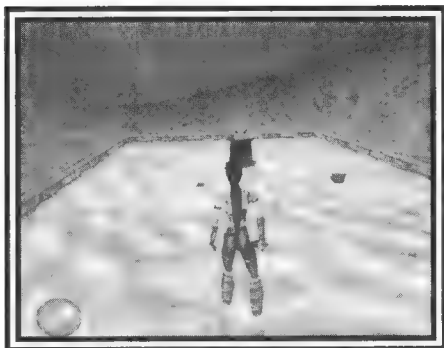
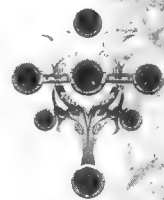


Fig. 5-72. Wait a moment and the flames go out.



Note

Secret: Before moving on, notice the path next to the pool. It leads to a door and a secret passage full of goodies. Enter the door and follow the passage until it ends at a pit. Jump onto the platform in the middle of the pit and pull a Great Sword out of the skeleton. Jump to the next ledge and follow the path to a skeleton hanging from the roof—steal his Banded Armor. A quiver of Flaming Arrows (10) sits on a box nearby. The path dead-ends at a wall—shoot an Arrow into the exploding barrel to blow open a hole.

Say hi to Arokh (does this area look familiar?) and return to the pool to resume your adventure.

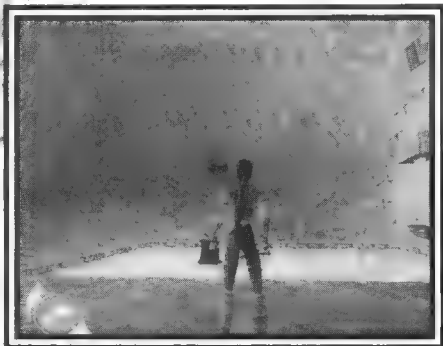


Fig. 5-73. Scale the path to the left to find some hidden equipment.

Find the Sixth Barrier Crystal

Cross the bridge and return to the site of the fourth Barrier Crystal (the locked door). The Orc beyond the gate finally pulls the lever to open the door.

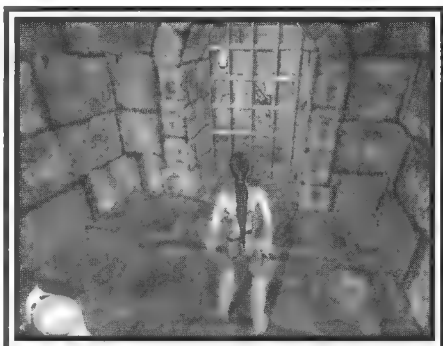


Fig. 5-74. Wait for this Orc to open the door and the path to the final Barrier Crystal is open.

Dispose of him, cross through the door, and perforate another of his kind. Chug down the hall until it opens into a large area containing the final Barrier Crystal.

This ring of fire is also intact. Climb the stairs nearby and push one of the pieces of a broken column. Rynn rolls it down the stairs, knocking the crystal out of the ring.

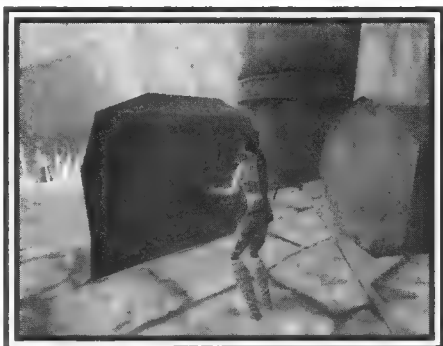


Fig. 5-75. Roll out the rubble! Push this piece of stone for an innovative way around a tough problem.

Find the City Seal and Insert the Barrier Crystals

Pick up the final Barrier Crystal and extinguish the Crimson Knight who has come to stop you. Take his Flame Sword and walk through the doorway and down the hall.

The next chamber is the home of the City Seal. Approach it and place the Barrier Crystals into the pedestals by pressing the Use key.



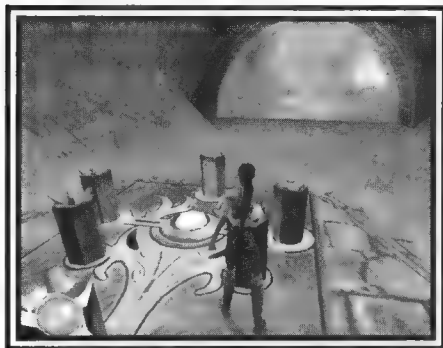
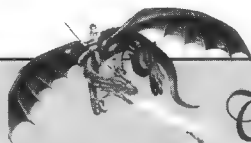


Fig. 5-76. It doesn't matter what order you place them in, but you need all six Barrier Crystals to deactivate the Barrier around the Bell Hammer.

When all six Barrier Crystals are in place, the center of the Seal glows and the Barrier lifts from the portal ahead. Walk through to rejoin Arokh.

Get the Bell Hammer

Your reunion with your pal is short lived as the dead War Giant, Tultol, rises to stop you from stealing the Bell Hammer. Duel him to the death in this cramped space.



Tip

Tultol is like a normal War Giant but with more health. Use your basic techniques, including staying as far away as possible, to dodge his fast projectile attack. Unload on him with as much dragon breath as you can and stay out of Axe range. Use the tower for cover to strafe and fire.



Fig. 5-77. Bones and dust indeed! The War Giant Tultol awakens, and he ain't happy! Fight this powerful War Giant carefully to win the Bell Hammer.





Fig. 5-78. Use the Bell Hammer's tower for cover as you battle Tultol.

When the beast is finally dead (for real this time), enter the tower to grab the Bell Hammer, which has descended within easy reach.

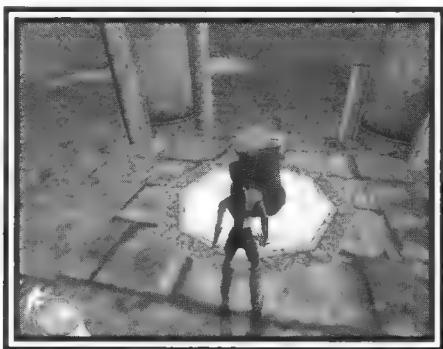


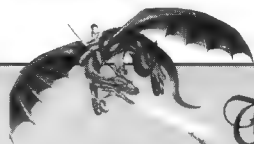
Fig. 5-79. At last. The Bell Hammer is yours. Now it's time to return to Rimril.

Leave Alwarren

When you take the Bell Hammer, a Lightning Breath Rune Stone appears nearby. Fly into the Rune Stone and gain the power of Lightning Breath. Exit through the only open passage and return to the site of the first Barrier Crystal.



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Tip

If you left any weaponry here, be sure to collect it now.

Walk out to the river and turn left. Follow the river to a passage and a doorway back to Islands level.

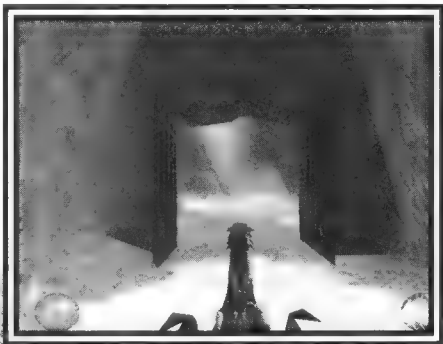


Fig. 5-80. Your work is done here. Return to Tropical World for the next step.

The Islands, Part 2

Objectives:

- ◆ Return to Rimril
- ◆ Enter the Ebon Fortress
- ◆ Conquer Test 1
- ◆ Conquer Test 2
- ◆ Conquer Test 3
- ◆ Conquer Test 4
- ◆ Conquer Test 5
- ◆ Conquer Test 6
- ◆ Ring the Bell

Items

- ◆ Potion of Life
- ◆ Mithril Great Sword
- ◆ Lightning Axe
- ◆ Banded Armor
- ◆ Lightning Crystal
- ◆ Fire Crystal
- ◆ Ice Crystal

Enemies

- ◆ Ebon Dragons
- ◆ War Giant
- ◆ Primitive Giant
- ◆ Succubae
- ◆ Goblins
- ◆ Drones





- ## Wasktorough

As you approach a Pirate Ship, another Ebon Dragon swoops out of the mist.

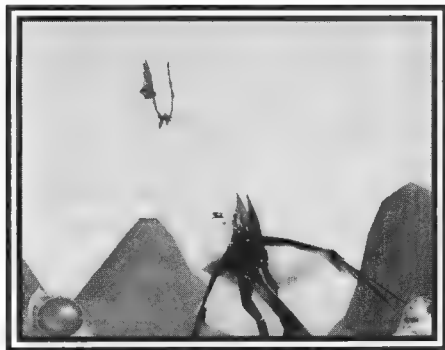


Fig. 5-82. Several new Ebon Dragons have taken up residence while you were in Alwarren. Be on the lookout at all times as you make your way back to Rimril.

If you didn't already deal with it, a Grimstone Citadel soon appears in the distance. Knock out its crystal and continue east.

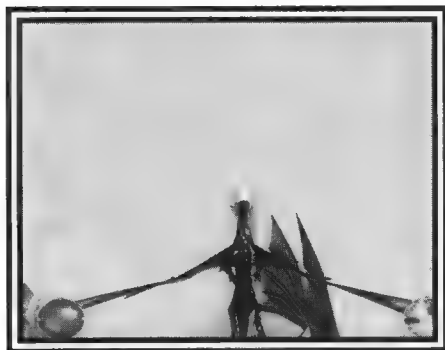


Fig. 5-83. You must knock out these towers or exploring this southern shore will be fatal.

A bit further along, another Grimstone Citadel emerges. Deactivate it from the cover of the mountains along the southern shoreline.



Fig. 5-84. Turn out the lights on this Grimstone Citadel from a safe distance, preferably behind solid rock.

As you emerge from this cover, a War Giant patrolling the shore spots you and begins hurling projectiles in your direction. You have all the room you need to work here, so dive, duck, and roll to put his fire out permanently.

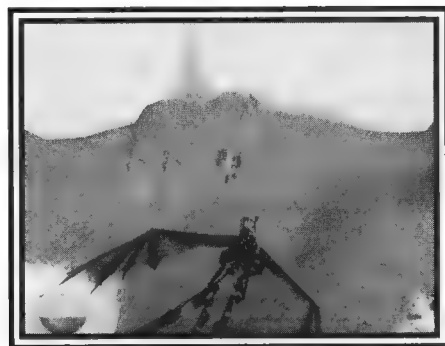


Fig. 5-85. By now, defeating War Giants should be an old hat for you, right?

One more Grimstone Citadel requires your attention before you can move on.



Fig. 5-86. Getting to be like fish in a barrel isn't it?

As the shoreline turns south, a large opening appears in the wall. It's similar to the doorway where you stood during your previous conversation with the Succubae. The two Succubae guarding the door rush inside as you arrive. Very interesting. Look down and eliminate the pesky Goblin trio manning the path to the entrance of the Succubus Lair.



Fig. 5-87. For "friends," they seem awfully scared of you. I wonder if they know you're wise to their game. Don't forget the nearby Goblin snipers.

From the Succubus Lair, head north. A large bulge in the island conceals the lair of a Primitive Giant. Dive into the holes in the ceiling and get rid of him.

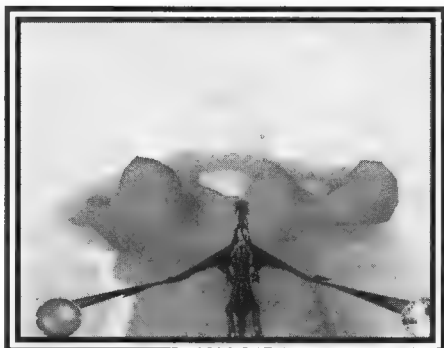


Fig. 5-88. In the caves under this landmass, a Primitive Giant makes his home. Bring him a casserole to welcome him to the neighborhood.

Continue due north to the Ebon Fortress. Another Ebon Dragon tries to stop you.

Note

If you neglected to extinguish any of the six Grimstone Citadels, do so before you get too close to them.



Enter the Ebon Fortress

When you land at the Fortress, Rimril greets you and congratulates you on your worthiness. He instructs you to enter the Fortress and conquer its tests. If you do so, you may enter the Rift Crystal realm and retrieve your prize.



Fig. 5-89. Rimril bids you good luck as you enter the Ebon Fortress alone.

Enter the main gate. In the foyer, three doors (all locked) lead in different directions. Go to the door straight ahead and insert the Elemental Amulet into the key plate. The door opens.



Fig. 5-90. That Amulet finally comes in handy. Pop it into the slot and begin your adventure.

In the next room, you see three candles on the left wall. Approach the lowest (unlit) candle and press the Use key. A secret door opens to your right. As you pass through it, the secret door closes behind you.



Fig. 5-91. These candles hold the secret to a stash of magical weaponry. Pull the lowest one and turn to face an open secret passage.



Note

If you continue down the passage instead of going in the door, it takes you back to the foyer. You'll take that route after you explore the rest of this area.

Go down the hall to a doorway leading off to the left. Descend the stairs to a room with three statues behind iron bars. Each holds a magical crystal. To open the gates, you need to step on four floor pressure plates around the central pillar of the room. Once all four are down, you must push the floor plates near each statue to get the crystals.



Fig. 5-92. Step on four of these plates to activate the plates near the statues.

Some of the plates are already down but come up when you press others. Circle the room until you've pushed all four plates.

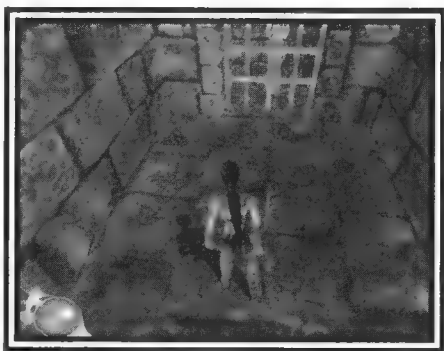


Fig. 5-93. Once you've correctly depressed all four activator plates, the three plates near the statues rise. Step on them to open each individual cell.

You know you've done it correctly if the plates directly in front of the statues rise. Step on them to open the gates and collect an Ice Crystal, a Fire Crystal, and a Lightning Crystal.

Go up the stairs, turn left, and enter the foyer. Turn right and resume your trek down the main hall. Follow the hall through the candle room and up a flight of stairs to your first test room.

Conquer Test 1

The door closes behind you as you enter a room filled with lava. Fragmented platforms and stairs line the walls of the room. Your goal is to reach the exit at the top of the room. Beware of collapsing pathways as you go.



Fig. 5-94. Watch your step and jump very carefully as you navigate this lava room.



Tip

Many of the jumps require you to back flip onto platforms above and behind you, not in front of you. If you can't make a jump, turn around to see if there's a more accessible platform nearby.

When you reach the top, a statue in the hallway offers you a Potion of Life as a reward. The door closes behind you. Follow the hall up two more flights of stairs to the next test.

Conquer Test 2

The room ahead contains an array of crusher blocks. Each of the blocks has a different delay. You must find which ones you can stand under long enough for the next one to rise safely.



Fig. 5-95. This room looks tricky, but it's easy if you know which way to go.

The correct route is fairly simple but requires patience and an iron will. Stand near the first block in the center and wait for it to rise. Walk under it, right up to where the next one in front of it comes down. Wait for that one to come down and retract. While it retracts, run under it and turn right. Wait for the block to the right to depress and retract and run under it. Turn left and repeat this process with the next two blocks. This strategy gets you safely to the other side.





Fig. 5-96. Follow this route through the blocks to pass this test.

Leave the room and turn left to face the next test.

Conquer Test 3

This room contains three lava pits bordered by two wall crushers. You must jump over the pits without getting caught by the crushers.

To do so, wait for the first crushers to start coming together. When they're about halfway to one another, begin your run and jump over the first lava pit. Immediately, jump over the next pit and the next one. If you time the first one right, you should make all three.



Fig. 5-97. Timing is the key to getting across this room.

Conquer Test 4

Immediately you find yourself in the next test. The room is full of lava and only a few floor pieces peek out from the liquid death. You must find a way to lower the level of the lava to escape this room.

Jump on the first block and then to the one on the left (it's a tricky jump, but it is possible). From there, jump to a block sticking out from the wall. Here a switch lowers the lava about halfway.



Fig. 5-98. Jump left to get to this first switch.

Jump back the way you came using any lower blocks that make it easier. Continue jumping to reach another switch along the right wall. Pull it to lower the lava even more.





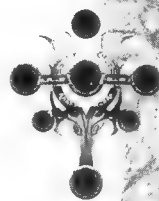
Fig. 5-99. Jump down to this key if you want to get out of this room.

Wait for the lava to drop and jump straight across from the switch. Below you, you can see a key on a pedestal. Jump down to it.



Fig. 5-100. Unlock this door and you've passed this test.

Jump across from the key pedestal and up to a key-hole in the wall. Put the key in the lock to open the exit. Jump to the exit door and step through.



Conquer Test 5

Follow the hall up a flight of stairs to the next test room. Here the ceiling falls down to create a staircase to the exit. You must activate this process without getting crushed.

Walk into the room until you hear the door behind you close and the exit open. Turn around and walk backward until you see the first block drop in front of you. Immediately, jump forward. All the other blocks fall into place, allowing you to climb out of the room.

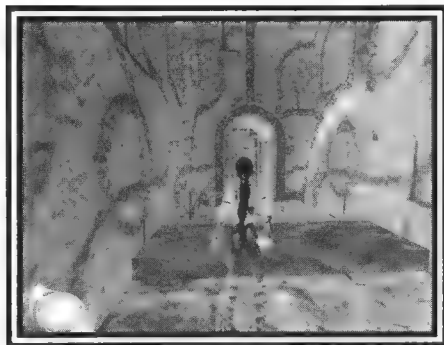


Fig. 5-101. Walk backward and wait for this block to fall. When it does, you have but a few seconds to jump forward before the rest of the staircase falls on your head.

A statue in the next hallway holds a Mithril Great Sword. Continue down the hall to the final test.

Note

Secret: In the hallway, just past the statue, a brick protrudes from the wall. Activate it by pressing the Use key and a secret wall behind you opens to reveal a crypt.

Go to the far side of the room and down a slope to find a trio of caskets. Press Use and one crypt opens to reveal Banded Armor. Return to the upper section and head toward the door to the east. Make a series of jumps to a pedestal showcasing a Lightning Axe. Return to the hallway to resume your test.



Fig. 5-102. This offset brick gets you access to a secret room.

Conquer Test 6

As you enter the next room, run immediately to the alcove on the opposite side as the ceiling begins to drop to the floor. Wait for it to stop and jump on top of it. Walk to the very center of the ceiling and stand in the circle. As the ceiling retracts, you go through a hole to the Fortress's Bell Tower. Stand in the middle, or you'll be gory pulp.



Fig. 5-103. Stand in this spot or you'll be a spot on the ceiling.

Ring the Bell

Climb the Bell Tower stairs and double-click on the Bell Hammer in your Inventory. Approach the Bell and press Primary Attack to strike it. When the Bell rings, it lowers to the floor and opens a whirlpool.



Fig. 5-104. Ring the Bell by hitting it with the Bell Hammer. When you do, a wondrous thing happens.

Climb down the floor and jump in the whirlpool to access the Rift Crystal realm.



Fig. 5-105. Dive into this pool for your next exciting episode.



Rift Crystal

Objectives

- ◆ Find the Fire Puzzle Room and solve the puzzle
- ◆ Find the Tornado Puzzle Room and solve the puzzle
- ◆ Find the Earthquake Puzzle Room and solve the puzzle
- ◆ Solve the Hub Puzzle
- ◆ Find the Lightning Puzzle Room and solve the puzzle
- ◆ Solve the Shifting Wall Puzzle
- ◆ Solve the Rift Crystal Puzzle

Items

- ◆ Flame Swords
- ◆ Mithril Hammer
- ◆ Mithril Great Sword

- ◆ Health Elixirs
- ◆ Potions of Life
- ◆ Mithril Axes

- ◆ Plate Armor

Enemies

- ◆ Crimson Knights



Fig. 5-106. Map of the Rift Crystal.

- | | |
|------------------------------|---------------------------|
| 1. Start | 8. Earthquake Puzzle Room |
| 2. Health Elixir Trap | 9. Crusher Room |
| 3. Shifting Wall Puzzle Room | 10. Secret Hammer Room |
| 4. Lightning Puzzle Room | 11. Tornado Puzzle Room |
| 5. Hub Puzzle | 12. Central Atrium |
| 6. Rift Crystal Puzzle | 13. Fire Puzzle Room |
| 7. Whirlpool Exit | 14. Fire Crystal Room |

Walkthrough

Find the Fire Puzzle Room and Solve the Puzzle

Rynn's trans-dimensional journey lets her off in a pool in the southeast corner of the map. No sooner do you leave this pool than you come to another much larger one. A Crimson Knight stands guard on the other side.

Dive into the water and swim to a ramp on the right side of the pool. By the time you emerge, the Knight has run off for assistance. Follow him.

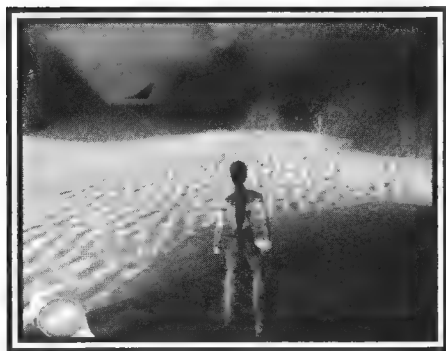


Fig. 5-107. Dive in and swim to the northeast side of the pool for a way out.

Follow this long path through a doorway. It closes behind you and you must face a pair of Crimson Knights. This would be a real good place for a Lightning Axe or the sword Sting (if you still have it). They both drop Flame Swords.



Fig. 5-108. Juggling multiple enemies is hard enough. It's doubly so when they're Crimson Knights. Keep one of them between you and the other at all times so they can't both attack at once.

Once you win the battle, follow the path to the top of a gigantic room. Throughout the level, you'll return to this central hub repeatedly in different places and different levels. The place is full of Crimson Knights all hurling Spears, so don't hang around on the ledges sniping at

distant enemies. Use a weapon like a can opener on the most immediate Crimson Knight. He drops a Flame Sword. Turn left into a doorway.

Inside this first doorway, two passages lead in different directions. The right doorway leads up to a locked door—you'll open this elsewhere and enter it from the other side. The left doorway proceeds downstairs. Descend to continue.



Fig. 5-109. The decision here is easy: the right door doesn't go anywhere for now and the left does.

You shortly pass a switch that has no immediate effect. Pull it, knowing that it opens an alternate door to that locked room you just saw.



Fig. 5-110. Pull the switch, don't worry about the consequences now. It opens a distant door to that locked room.

Continue down the stairs to a room with a blue icon on the wall. This is the Fire Puzzle Room: a central chamber with two hallways off to the sides and an exit across from the entrance. Take note of the icon that decorates the hall; you need to know it later.



Fig. 5-111. Refer to your map (the icon appears there after you solve this room) or this guide for this icon when you need it later.

Read these paragraphs before proceeding because timing is crucial. To solve this puzzle, you must first touch the four floor plates around the center of the room, run into the left hall for another floor plate, and into the right hall for the final floor plate. Each step temporarily deactivates a set of flame jets, so you must work quickly.





Fig. 5-112. Run quickly and turn tail the instant you touch the plate at the end of this hall.

To begin, walk to the right side of the room. Step on the floor plates there and go to the other side of the pillar. Step on both of those plates and run quickly into the long hallway while the jets are out. Touch the plates at the end and immediately run back to the central area. The jets will come back on, so don't dawdle.

Next, run into the other side hall and touch the plate there. This deactivates all of the jets, including the one blocking the exit. Notice also that the blue icon has gone out; consult your in-game map to refresh your memory of it later.

Leave the room.

Find the Tornado Puzzle Room and Solve the Puzzle

Turn right and climb the stairs to find another switch. *Do not* pull it. This switch also affects the locked room you encountered before. It opens the door you saw; whereas the switch you already pulled opens the door you're about to encounter. If you pull this one, it closes the door closest to you and you have to do some jogging to get inside.



Fig. 5-113. Don't pull this switch if you don't want to run all the way back to the locked door. You've already pulled the switch to open a door very near you now.

Continue down the hall until you get to a pair of doorways: the left door goes back to the central atrium and the right goes to the previously locked room. Turn right and go up the stairs to collect some presents. A Fire Crystal sits upon a pedestal and two chests hold

a Health Elixir and an Invisibility Potion, respectively. Leave this room and proceed to the central atrium.

Go toe to toe with a Crimson Knight. When he's dead, he drops a Flame Sword and the door behind him opens. Pass through it until you come to a T-intersection. Turn right for a moment—a large pit blocks your way, but you can see a tasty weapon on the other side. You'll get it eventually. Return to the T-intersection and go straight across.

Follow the path up a staircase and down another until you find yourself in the Tornado Puzzle Room. This one is simple to figure out but hard to execute. Simply depress the four outer floor plates and then the four inner plates that rise after the first sequence is completed.

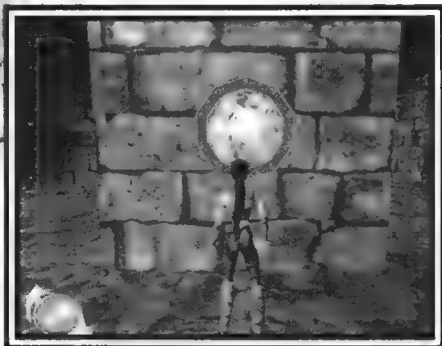


Fig. 5-114. Note this icon for later.

The problem is a series of erratically moving tornadoes; they do considerable damage and are nearly impossible to avoid completely.



Fig. 5-115. Watch out for these tornadoes as you touch all eight bases in this room.

Once both sequences are complete, the tornadoes disappear. Proceed through the exit.

Note

Secret: After the tornadoes have been deactivated, press all eight plates again (in no particular order) to open a secret door on the right side of the Tornado Puzzle Room. Walk through and follow the hall to find a Mithril Hammer and two chests holding Health Elixirs, respectively. Once you've padded your pack, return to the Tornado Puzzle Room.



Fig. 5-116. Touch all eight plates a second time to open this secret door.

Find the Earthquake Puzzle Room and Solve the Puzzle

Follow the passage from the Tornado Puzzle Room down a flight of stairs. A small chamber features a central platform with four ceiling crushers crashing onto it.



Fig. 5-117. Use the side alcoves to get the mighty Sword on this central pillar.

Jump to the platform on the left corner and immediately hop into the side alcove. When the blocks lift, jump onto the platform to grab a Mithril Great Sword from a skeleton. Quickly jump to the safety of the room's exit.

Follow the passageway up a flight of stairs and back out to the central atrium. Defeat a Crimson Knight

to get his Flame Sword and access to a nearby doorway. Before proceeding, follow the path away from the door to find a skeleton storing a Mithril Axe in its chest. Now head to the doorway.

Go up a flight of stairs to the Earthquake Puzzle Room.

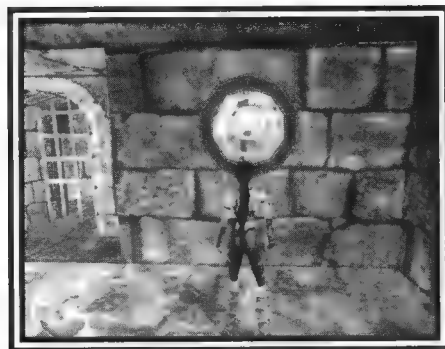


Fig. 5-118. Note this icon for later.

Creep into the room and run toward one of the floor plates on the side of the room. Don't stop—the floor will give way under your feet. Press the first plate and most of the floor drops away. Stay under cover until the rocks fall from the ceiling.

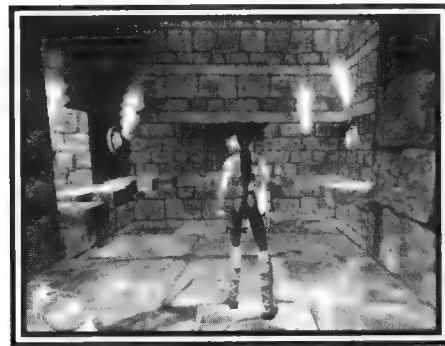


Fig. 5-119. Wait for the commotion to die down before heading to the second floor plate.

When all is clear, use the remaining floor pieces to jump to the other side alcove and press the second floor plate to open the exit.



Solve the Hub Puzzle

Head down the hallway and down two flights of stairs. Two doors offer a choice: the room ahead leads back to the atrium and the one on the right goes upstairs to the Hub Puzzle. Detour upstairs first.

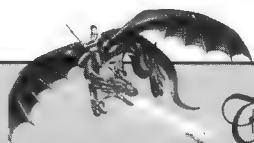


Fig. 5-120. The choice here is easy, take a brief sidetrack to the right.

As you enter the hub room, the door closes behind you. To solve this puzzle, press the four floor plates around the outside of the room. Then press the four inner plates but *don't* venture into the middle of the room or you'll have to start all over again. Rather, touch one inner plate and walk to the next via the outside portion of the room.



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Tip

Don't give in to the temptation to walk to the inner hub; doing so before the sequence is complete resets the puzzle.



Fig. 5-121. Once the four outer plates and the four inner plates are pressed, the central cage opens.

Enter the cage to collect the Axe of the Order and four Health Elixirs. Return to the intersection and head into the central atrium.

Axe of the Order



- ◆ Armor Piercing: Yes
- ◆ Damage: 30
- ◆ Durability: 150
- ◆ Speed: Medium
- ◆ Range: Medium
- ◆ Secondary Attack: Block

The Axe of the Order is identical to the Mithril Axe, except that it's faster, converting a strong but laborious weapon to a killer one.

Find the Lightning Puzzle Room and Solve the Puzzle

Back in the atrium, fight another Crimson Knight, but do so away from the open part of the platform. A pair of Crimson Knights sit on an opposite ledge hurling Spears at you while you fight. Better to just deal with them later. When you kill the Knight, he drops a Flame Sword and the nearby door opens.

Head through the door and down the stairs into the Lightning Puzzle Room.

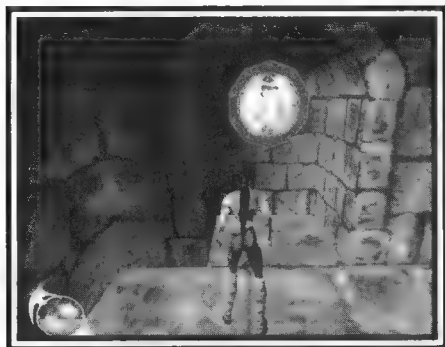


Fig. 5-122. Take note of this icon. You know the rest.

First, a warning: you won't get out of this room unscathed. There's no way to evade lightning, so stay ready to hit the Health button if your health gets too low.

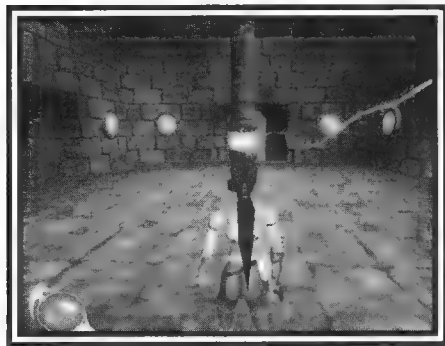


Fig. 5-123. The lightning rotates counterclockwise around the room. Stay ahead of it and you might survive with only a bad singeing.



Tip

Keep one finger on the Health key; even if you execute this move perfectly, you'll be struck at least once. Because the success of this maneuver depends on your timing and distance from the central pillar, you may have to make several attempts before getting it just right.

There is, however, a trick that allows you to survive. The lightning isn't random; it rotates counterclockwise. As soon as the door closes behind you, run around the hall counterclockwise three-quarters of the way to a side hall (skip the first hall you pass). Sprint down the hall and hit the floor plate. Turn on your heels and return to the center. Now, run clockwise to the other hall. Touch that plate to deactivate the lightning and open the doors.

Solve the Shifting Wall Puzzle

Ascend two flights of stairs to a landing with two paths: straight ahead leads to a small room and returns to the central atrium and the left goes to a cage with some weaponry. Doesn't look like there's any way to get the cage open? Think again.

This puzzle gets very confusing, so follow these instructions carefully or you'll have to start over.

Walk straight to the cage door and press the floor plate. As you turn around you notice the hallway has magically changed. This change happens each time you press a plate.



Fig. 5-124. This is how the intersection looks before you press the first plate.



Fig. 5-125. This is how it looks after.

Walk back to the intersection (it's in the same place, though it looks different) and go right, right, and right again. You arrive at another cage door and a floor plate. Press it and return to the intersection.

Continue through the intersection and go left and then left again to another door and a floor plate. Press the floor plate and turn around.



Chapter 5: Walkthrough: Tropical World

Go right and right again to climb a flight of stairs. Open a chest here to find an Invulnerability Potion, a box of Explosive Arrows, and a Speed Bow. Pull the switch.

Go down the other stairs and turn right. Pass the first passage on the right and turn right at the end of the hall. Turn right into an open cage door and swipe a suit of worn Plate Armor. When you take it, the walls reset.



Fig. 5-126. The suit of armor is finally yours.

Walk straight out and turn left to descend a flight of stairs.

Find the Rift Crystal Puzzle Room and Solve the Puzzle



Fig. 5-127. These spikes kill you instantly if you don't jump out of the way.

This small room holds a Health Elixir, curiously prominent on a pedestal. Grab the potion and immediately back flip to avoid a ring of deadly spikes that descends upon you.



Tip

Put away your weapon before grabbing this Health Elixir. You'll save precious seconds in the process of grabbing the Health Elixir—doing so means the difference between life and death.

Turn right and head down the hall and up the stairs. Fight a pair of Crimson Knights. They both give up Flame Swords and one yields a box of Explosive Arrows (25).

Turn left and walk around the pass. Fight a Crimson Knight and get his Flame Sword. Further along, two more Knights attack. Both Knights give up Flame Swords and one offers you a Health Elixir.



Stop briefly to pick up a Potion of Life on a pedestal (no trap here) and walk straight into the Rift Crystal Puzzle Room.



Fig. 5-128. This is another complicated room. The floor plate activates the mechanism. The blue lenses above display the icon dictated by a pair of switches (off screen). And the force field–protected Rift Crystal is in the center of the room.

This room works by combining two symbols (the blue lenses above the chamber) to form an elemental symbol that won't injure Rynn and will open the Rift Crystal's force field. You've already seen four possible

elements: Fire, Wind, Earthquake, and Lightning. You know from experience that these aren't what you want, so avoid creating the icons you've seen before. The other possibilities are ice (not good) and water (good).

The two symbols represent parts of the elemental equation and are listed below in the order they appear as you pull the switches. The symbols on the left lens cover three elemental components: wind/freezing, energy, or pure. The right lens represents two elemental states: solid and liquid.

The winning combination is water, composed of pure and liquid.

To work the mechanism, go up either of the side ramps to a switch that changes the nearby lens (right switch changes the state and left changes the elemental components). You may only change *one* of these lenses per attempt. Next, return to the floor and press the activation plate (the large, brown square). This unleashes the element displayed on the lenses. If the chosen element is hazardous, you have to avoid its effects.

Caution

Don't step on the activation plate now or you'll have to endure a Tornado Storm.





Fig. 5-129. This plate on the right side of the room controls the state of the element. It should look like this when you get the correct symbol (liquid).

To get the combination you want, go up the right ramp and pull the switch once to change the state from solid to liquid. Return to the floor. You'll have to endure an Ice Storm, but it's easy to avoid by jumping over the four waves as they come. Press the activation plate.

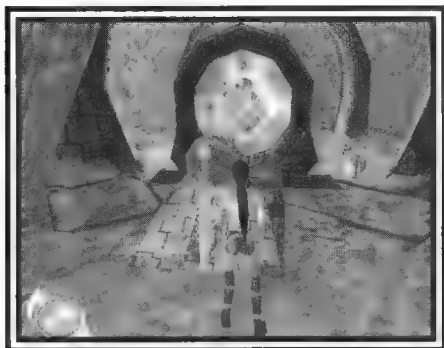


Fig. 5-130. This plate on the left side of the room controls the component of the element. It should look like this when you get the correct symbol (pure).

Next, go up the left ramp and pull the switch *twice*. Jump back down to the floor and step on the pressure plate. The Rift Crystal's force shield lifts and you may pocket the coveted and powerful relic and exit the room.

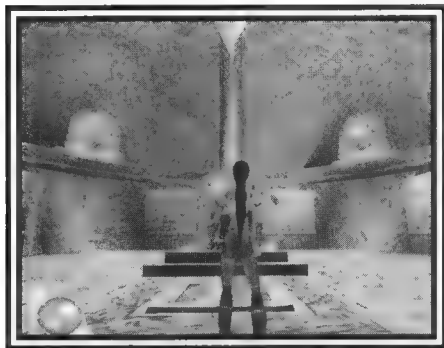


Fig. 5-131. Before you hit the activation plate, this should be what you see on the lenses for the correct solution.

Walk down the hall and jump into the whirlpool to exit the Rift Crystal level and go to the Island's, Night level.



Fig. 5-132. Jump in, the water's fine.

Island's Night

Objectives

- ◆ Find the route to the southern coast
- ◆ Get the Energy Bow
- ◆ Find the entrance to the Succubus Lair

Items

- ◆ Arrows
- ◆ Energy Bow
- ◆ Health Elixirs
- ◆ Flame Sword
- ◆ Explosive Arrows

Enemies

- ◆ Goblins
- ◆ Succubae
- ◆ Ebon Dragon
- ◆ Primitive Giants
- ◆ Drones
- ◆ Crimson Knights
- ◆ Grimstone Citadels
- ◆ War Giant





Fig. 5-133. Map of Island's, Night Level.

- | | |
|-------------------------|---------------------------|
| 1. War Giant | 4. Ebon Fortress |
| 2. Succubus Lair | 5. Route to Succubus Lair |
| 3. Primitive Giant Lair | 6. Grimstone Citadel |

Walkthrough

Find the Route to the Southern Coast

You begin the level in a pool in the Ebon Fortress. Swim out and walk through the door into the Fortress' foyer. What you see crushes your celebratory mood. Arokh is missing, Rimril lays dying, and several Succubae corpses litter the ground. With his dying breaths, Rimril tells you that Queen Shilla has captured Arokh and is holding him in the Succubus Lair in the south. You must get there on foot to rescue him.



Fig. 5-134. Where's Arokh? And what happened here?

Turn left and walk towards the cliffs to find the head of a trail that takes you to Shilla's domain.



Tip

You could just jump in the water and swim to the Succubus Lair, but it's a very slow, very boring process. Besides, it's a bit cowardly, don't you think?



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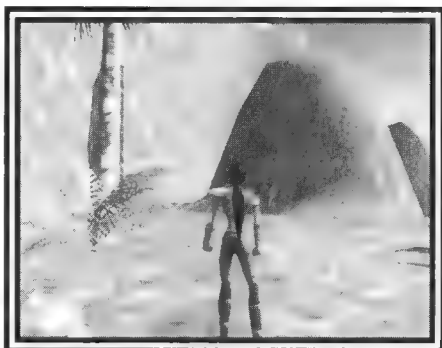


Fig. 5-135. Walk to the left of this rock to begin your long hike.

Follow the trail around until you meet a pair of Goblins: one hides around the corner to the right and the grenadier is lurking in the bushes (he gives up a quiver of Arrows (10)). Before moving on, pull out your Bow; you'll need it soon.

Around the bend, two Succubae appear out of the mist to attack. Pull out your Bow and let 'em have it.



Fig. 5-136. Get out your Bow to deal with these Succubae.

Note

An Ebon Dragon patrols the sky, but that shouldn't worry you. As long as you don't attack it, it doesn't seem to notice you.

Moving along the trail, a camp full of Goblins appears below you to your right. Pick them off from here with Arrows.

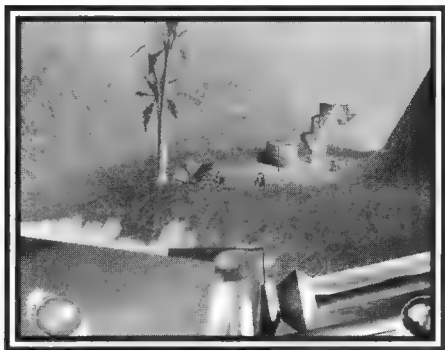


Fig. 5-137. Pot shots are fun. Eliminate the Goblin threat from this sniper position.

Dive into the water and swim to the now-vacant Goblin Base. Root around in a barrel for a pair of Health Elixirs. Fire at the pair of Goblin grenadiers above you to eliminate a later threat.

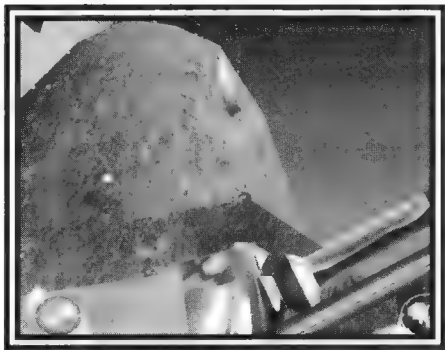


Fig. 5-138. Again, use your Arrows to clear your path of pesky Goblins.

Walk east to a path leading up the massive peninsula that juts southward.

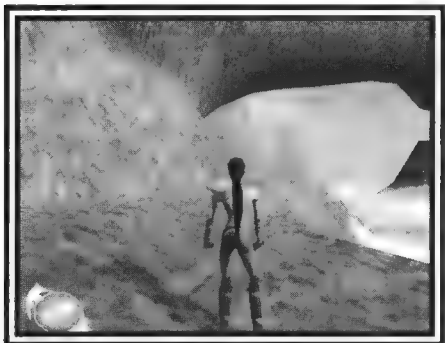


Fig. 5-139. The winding path at the foot of this peninsula is your next waypoint.

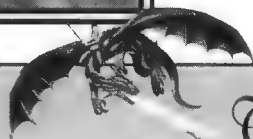
As you make your way up the path, stay on the move. A Primitive Giant on the cliffs behind you may take notice of you and start to hurl explosive barrels at you. Don't be too hasty, however because a Goblin is waiting to roll a boulder at you. When he sets it rolling, back up until it falls off the path. Swoop in and take out the Goblin and two others (one of whom drops a Health Elixir).





Fig. 5-140. This rolling stone is a hazard, especially with the Primitive Giant targeting you from behind.

As you round the bend, the Giant comes after you whole hog. Scurry back down to the Goblin Base (the Giant can't follow you) and shoot him full of Arrows. You'll also spark the interest of a pair of Drones.



Tip

Dealing with Drones on foot is difficult. One effective idea is to use your Ice Crystal. Activate the spell, and the Drones take damage as they try to peck at you.



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Cross the first land bridge and round a corner to duel with three ornery Goblins. Continue south, winding around and up to the next land bridge.

A Crimson Knight has vowed to let you go no further. Have a word with him about that. He begrudgingly agrees with you and hands over his Flame Sword and a Health Elixir.

Get the Energy Bow

Wind down the next section of the peninsula, pausing to take out some sniping Goblins down below.

Follow the path down to the beach as you come to the end of the peninsula. Two Goblins await. Kill them.

Turn left and follow the beach to a cavern in the shore. Stroll inside and take note of a beam of light pouring in from a hole in the roof. Don't spend too much time wondering why—the ground bursts open and the casket of a Death Mage rises and opens.



Fig. 5-141. The foreboding casket of the terrifying Death Mage emerges. Be sure to keep track of him when he teleports, and stay away from his various attacks.



Tip

Remember to watch closely where the Death Mage teleports (he doesn't entirely disappear as he moves) so you can attack him before he gets settled in his new position.

Battle the Death Mage to the death. If you still have a Lightning Axe, use it here; it's great for dealing with such an elusive enemy.

Once victory is yours, jump into the casket to nab the Energy Bow Key.



Fig. 5-142. The jump into this casket is hard to make, but the reward is substantial.

Turn right back out on the beach and walk along it until the trail turns to the right. Nearby, you see a jail door. The Key you just found opens this door, but first you must eliminate the Goblin patrol by the ruins to the left. Pack away a box of Explosive Arrows (25).

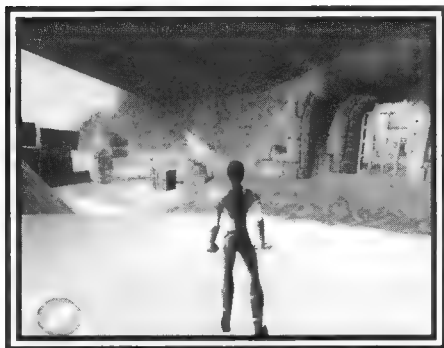


Fig. 5-143. The gate secures the best Bow in all the land, but you're toast if you go for it before greeting the Goblins below.



Fig. 5-144. Don't miss this box of Explosive Arrows in the ruined wall.

Use the Key on the lock and open the door to a powerful Energy Bow. Its Arrows not only do massive damage but also feature good homing ability. Note that once you spend the 50 arrows in the Bow, the Bow expires.



Find the Entrance to the Succubus Lair

Unfortunately, you're at the end of the peninsula. Walk around the ruined wall and swim to the landmass to the west.

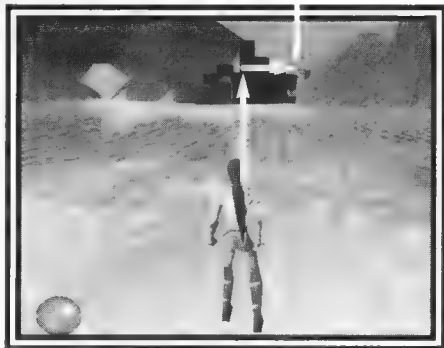


Fig. 5-145. Hop into the water and swim to the southern peninsula.

Cut down two Goblins and continue west and south. Reach the beach and head toward the large cave ahead.

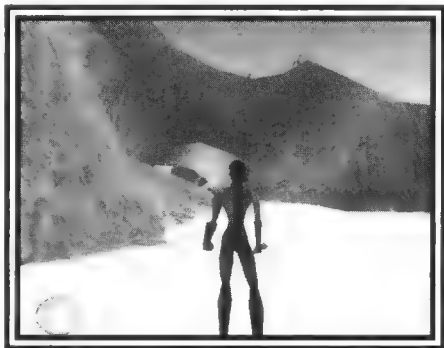


Fig. 5-146. Two Primitive Giants lurk in this lair, and several Goblins patrol the area above. Be sure to shoot the Goblins first or they'll rain death upon you.

Gun down the Giants from the safety of the large box stacks and climb up top to mop up any remaining Goblins.

Continue south until you get to an open meadow.



Tip

Don't worry too much about the rebuilt Grimstone Citadels, they don't have much interest in attacking a target at ground level. You'll get hit occasionally, but it's never too severe and infrequently repeated. You can, however, shoot them out with Arrows if you're having trouble eluding their attention.

Chapter 5: Walkthrough: Tropical World

Patrolling this meadow is a War Giant. You're in no position to deal with such an overpowering enemy without Arokh, so don't even think about it. Your best bet is to use the hills and trees to sneak past the War Giant. Invisibility might be an excellent idea as well.



Fig. 5-147. If the War Giant isn't looking at you, you can slip by unnoticed. Hide behind things and wait for him to turn his head.

Once you can see the towering entry to the Succubus Lair, you must be wary of two Goblin grenadiers to the right of the path. One, after expiring, donates a Health Elixir to your cause.



Fig. 5-148. The massive and fearsome looking door to the Succubus Lair is just ahead.

Walk up the path to the doorway and enter the long hall. Continue until you're transported to the interior of the Succubus Lair.

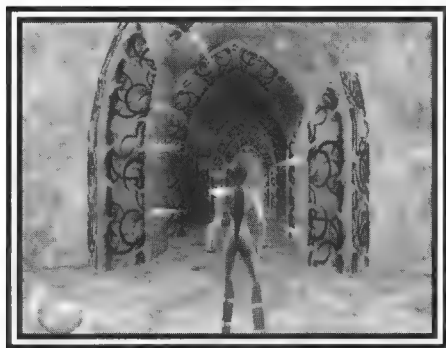


Fig. 5-149. I wish Arokh were here. The throbbing hallways of the lair are terrifying.



Succubus Lair

Objectives

- ◆ Find the Succubus' Mirror
- ◆ Return Mirror to the Succubus
- ◆ Find the Throne Room
- ◆ Get on the Ship with Arokh

Items



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- ◆ Magic Arrows
- ◆ Long Bow
- ◆ Flame Sword
- ◆ Invisibility Potion
- ◆ Health Elixir
- ◆ Potion of Life
- ◆ Grungel's Hammer
- ◆ Sword of Resentment
- ◆ Poison Arrows
- ◆ Heavy Bow
- ◆ Plate Mail
- ◆ Death Mace
- ◆ Arrows
- ◆ Energy Bow
- ◆ Invulnerability Potion
- ◆ The Cleaver
- ◆ Mourn Bringer

Enemies

- ◆ Succubae
- ◆ Crimson Knights
- ◆ Orc Strongman
- ◆ Death Mages
- ◆ Elite Ebon Knight
- ◆ War Giant
- ◆ Scavengers
- ◆ Orcs

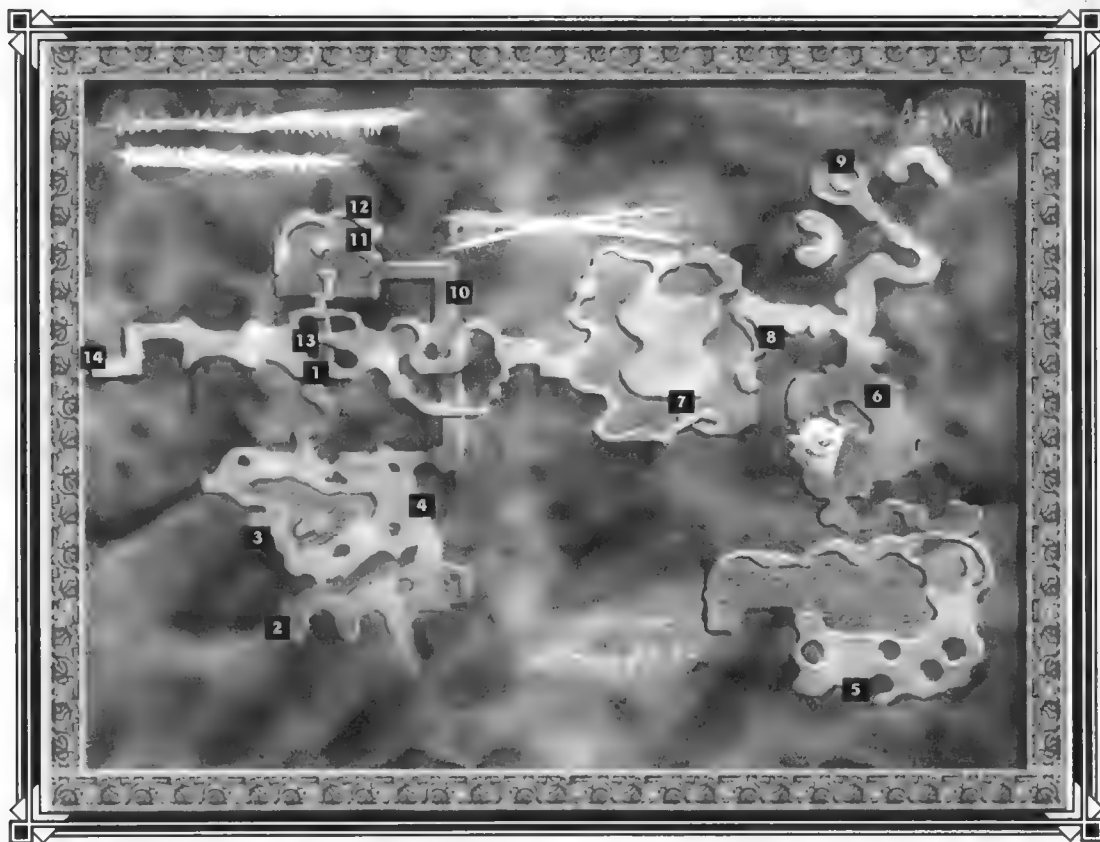


Fig. 5-150. Succubus Lair

- | | |
|-----------------------------|-------------------------|
| 1. Elevator | 8. Elevator |
| 2. Jail Area | 9. Throne Room |
| 3. Orc Strongman and Mirror | 10. Tick Trap |
| 4. The Baths | 11. Spiral Room |
| 5. Dock Area | 12. Sword of Resentment |
| 6. War Giant | 13. Mirror Succubus |
| 7. Floating Platform | 14. Start |

Walkthrough

Find the Succubus' Mirror

Head down the hall with revenge on your mind. As you approach a doorway, turn right to find a large chest. Inside are a quiver of Magic Arrows (15) and a Long Bow.

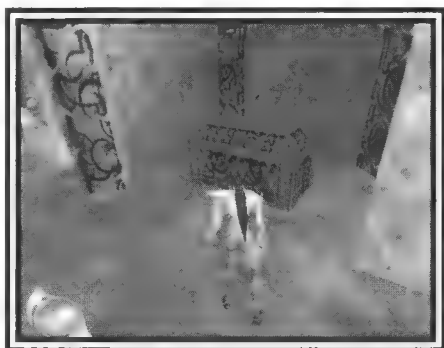


Fig. 5-151. This chest contains stuff that comes in handy against your many airborne foes.

Pass through the doorway with a Bow drawn. The door closes behind you and two Succubae burst forth from two portals on the opposite end of the chamber.



Fig. 5-152. Rynn is a walking surface-to-air missile with the mighty Energy Bow. Rid yourself of these first flying pests and cross the bridge.

In the next room, you're approached by a Succubus. Before you have a chance to dispatch her, however, she gives you pause by offering to help you. If you fetch her Mirror from the baths, she says she'll aid you in your quest to rescue Arokh.



Fig. 5-153. Sometimes, when there's no one left to trust, you'll trust anyone.

The door on the other side of the bridge is still locked, so you have to find another way to continue. Turn right and catch sight of an elevator between this level and the one below. Jump onto it and ride it down.





Fig. 5-154. Going down, Ms. Rynn.

You're immediately accosted by a Crimson Knight. Take his Flame Sword and walk through the open door ahead (the door on the other side of the bridge is locked).

Walk into the next room, a cavernous chamber with a large spiral pillar in the middle. As you enter, a Succubus drops from the hole in the ceiling. Back up into the hall and deal with her alone before fully enter-

ing the chamber and exposing yourself to the Crimson Knights.

Enter the room and fire Arrows at the Crimson Knight opposite the doorway. Jump onto the central pillar. Climb to the very pinnacle and jump to the extended part of the opposite ledge—you'll take a small amount of damage on the landing. Trust me, it's worth it. After landing, eliminate the Crimson Knight on the floor.



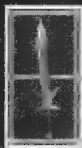
Fig. 5-155. This jump is very tough. Save before you try it—you probably won't get it right on the first try.

Now, explore the ledge to find a skeleton. His stash includes a Potion of Life and the Sword of Resentment. Even if you have to throw something away, pack this mighty mouse-that-roars.



Fig. 5-156. This Sword rules. Told you it was worth it.

Sword of Resentment



- ◆ Armor Piercing: Yes
- ◆ Damage: 35
- ◆ Durability: 75
- ◆ Speed: Fast
- ◆ Range: Short
- ◆ Secondary Attack: Block

The Sword of Resentment is a hammer trapped in the body of a butter knife. An attack with this unassuming blade results in 35 whopping, armor-piercing hit points. Its only real shortfall is its shortness. The combination of speed, armor piercing, and damage makes this a great weapon against Knights.

Jump back to the spiral pillar and descend to the floor. Chop up the Crimson Knight. Take his Flame Sword and search behind some boxes for a quiver of Magic Arrows (15), a Heavy Bow, and a Potion of Life (in a barrel). Around the other side of the room (on a raised section of rock), a skeleton holds a Fire Crystal.



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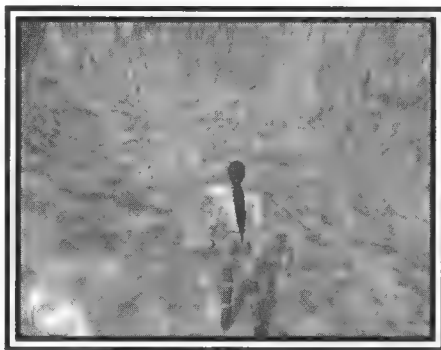


Fig. 5-157. It's impolite to loot the dead. Ah, why stop now?

Get ready to leave the room, but don't go bumbling through the door just yet. As you approach, two sets of spikes emerge from the doorway. Tiptoe up to the door until the spikes trigger. Wait for them to retract and bound through to safety.



Fig. 5-158. There's blood on those spikes. I smell a trap.

Perhaps safety is the wrong term. As you stroll down the hall, a duo of Ticks comes roaring around the corner. Pin 'em and hang 'em to the wall before they get their pincers on you.

As you round the corner, a large room looks empty. The doors close behind you, and a swarm of Ticks drops from the ceiling. Once you've killed most of the Ticks, the doors open.

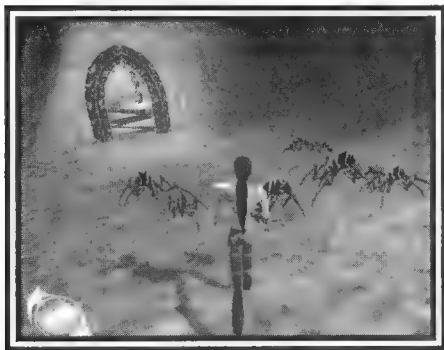


Fig. 5-159. A Fire Crystal would come in real handy as you're mobbed by dozens of Ticks.

Just outside, two chests hold a Potion of Life and a quiver of Poison Arrows (10).

In the next room, clip the wings of a Succubus who soars up from below the bridge. Continue on through the passage at the opposite side of the bridge.

The large bath area opens up to your right. Straight ahead is a jail area that you should canvass first. Walk

straight ahead into the baths and take the first available left. Stay close to the left wall until you arrive at a door.

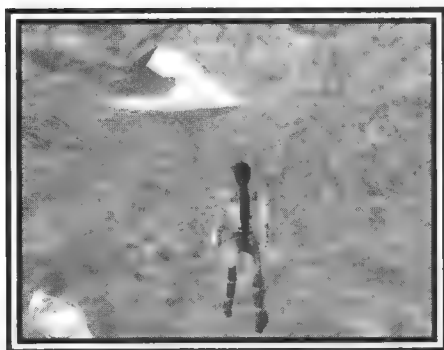


Fig. 5-160. Before you venture into the baths, hug the left wall to inspect the prisons.

Pass through the doorway, follow the hall, and go through a large impressive portal. As you enter the jail proper, a gang of Scavengers swarms toward you—a dispersing attack is appropriate for this situation.

The first cell is open and empty. Farther down the room, you see a chest on the right. The Key resting next to it is no help. It goes to one of the jail cells.

Continue down the passage to another jail cell with a bounty of booty: a suit of Plate Mail and a Death Mace.



Fig. 5-161. Give this Orc a few moments to live so he can open that locked chest.

The last cell on the left is locked and an Orc sulks within. Use the Key to release him but don't halve him just yet. Follow him until he opens the locked chest. Now you can kill him. Fish out Magic Arrows (15), an Invisibility Potion, and a Health Elixir.

Return to the baths. At your first opportunity, swing left to circle the main pool of the baths. As you

approach the shore, three Death Mages converge on you. This is a tricky fight but it teaches you to deal with these Mage packs (this pack won't be the last). Use undirected attacks like lightning or fire to keep them off balance and reduce them to a reasonable number. You get one Health Elixir for your efforts.



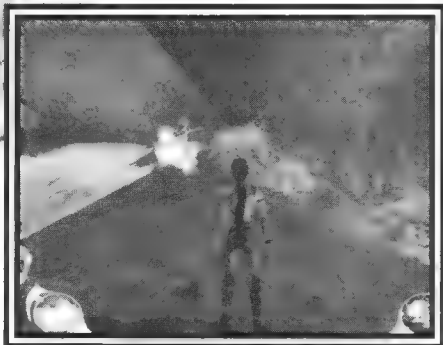


Fig. 5-162. Death Mages can be a bit overwhelming. Take it slowly and carefully—and always know where they are.

Walk farther up the water's edge to a doorway from which one big honkin' Orc comes out to meet you. This over-pumped, shirtless beast is tough and fast and has a brutal weapon—Grungel's Hammer.



Fig. 5-163. Who said Orcs were puny? Not this guy. Like his smaller brethren, he's none too bright, but he's tough and that hammer is murder. Kill him to get the Succubus' Mirror.



Grungel's Hammer



- ◆ Armor Piercing: Yes
- ◆ Damage: 35
- ◆ Durability: 75
- ◆ Speed: Slow
- ◆ Range: Long
- ◆ Secondary Attack: Block

It has all the damage of a Mithril Hammer and only half the durability, but it can pierce armor, too. If you don't mind the lack of speed, this is one for the pack.



Fig. 5-164. Now, let's go see what kind of help this Mirror buys us.

Enter the Orc Strongman's quarters and open the chest to find the Succubus' Mirror.

Return Mirror to the Succubus

Leave the Mirror room, turn left, and follow the path around to a locked door. It opens on your arrival and a Crimson Knight emerges. You can actually sneak behind him into the doorway, but you won't be able to steal his Flame Sword if you don't kill him.



Fig. 5-165. You can sneak around this Knight or, for more fun, sneak up behind him and let loose a Skull Splitter.

Follow the passageway around until it returns to a familiar spot (the dead Knight is your handiwork). As you pass the volcanic steam jet, turn right to find the elevator back to the upper floor.

Hop off the elevator and walk onto the bridge to meet with your secret benefactor.

She seems suitably grateful and offers you a sprite to follow to Shilla's Throne Room.

Find the Throne Room

Follow the little star through the door ahead. You must pause to fire on a hovering Succubus. Continue along the pass and snuff a Crimson Knight around the bend. Hop onto a moving platform to cross the gap and find a quiver of Arrows (10).



Fig. 5-166. Follow a star to your destiny.

Jump back on the floating platform and return to the northern passageway. Walk through the large doorway and emerge on a ledge above a deep cavern. Immediately ground the Succubus flying in the distance. (Take cover in the doorway if necessary.)

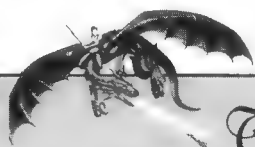
From this initial point, you can go left or right. Left leads you, ultimately, to the Throne Room, while right takes you to a dead end full of very choice items. Let's go right first and come back to this doorway shortly.



Fig. 5-167. The doorway you came through is a crucial landmark. After your foray on the right-hand path, you'll come back to this place to begin your trek on the left-hand path.

Follow the ledge as it twists and turns around the southern side of the cavern. You soon meet a surly Crimson Knight. As your battle with him heats up, a Succubus arrives on the scene. Puncture the Knight and you get a Flame Sword and a Health Elixir. Kill the Succubus

and you get, well, the satisfaction of killing a Succubus.



Tip

There's a way to have the Succubus work for you in your fight with the Crimson Knight, but you must be an advanced fighter who knows how to block. As you engage the Knight in battle, you can put your back to the wall so the Knight is between you and the Succubus. The flying menace won't think twice about the allied obstacle between her and you, and she'll hurl energy blasts willy-nilly at the Knight's back. You must defend yourself at very close range during this process, but it might be better than having to face both enemies at once.

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As you continue along the path, it corkscrews around and down until it brings you through a massive doorway and a dead end. Well, not exactly a dead end: a floating platform cycles between this doorway and a ledge across the gap. Leap onto the platform to get across.



Fig. 5-168. Going for a little ride. Surf across this chasm for an A-list stash of firepower.

Turn right and walk to the end of the ledge where a skeleton keeps an eternal (but ultimately ineffective) vigil over an Energy Bow, two Health Elixirs, and an Invulnerability Potion.



Fig. 5-169. Scoop up all this stuff in your arms and try to make your way back to the entrance to this cavern.

No sooner do you pick up your presents than a Crimson Knight materializes to fight on the skeleton's behalf. Chew him up, spit him out, steal his Flame Sword, and return to the entryway to this cavern.

Take the left route from this starting point. As you approach the first doorway, a Crimson Knight stands in your way. Beat him up and take his Flame Sword and Health Elixir.

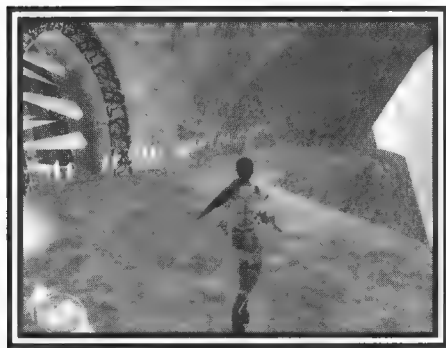


Fig. 5-170. This door is sealed, so the only other way is through the Knight.

Next, you come to a locked door and another Crimson Knight. When he's defeated, grab his stuff and target a distant Crimson Knight. Proceed along the path.

The first door you come to is a dead end, but the second (at the end of the path) looks promising. Enter it and... an Orc comes from nowhere, locks you in, and says something *really* filthy. The good news is there are

Magic Arrows (15) and a Heavy Bow here. The even better news is that there's a way out of here. Kneel near the small floor area opposite the cell door. Look down and hack away at the ground. Eventually, it collapses, allowing you to jump down to freedom.



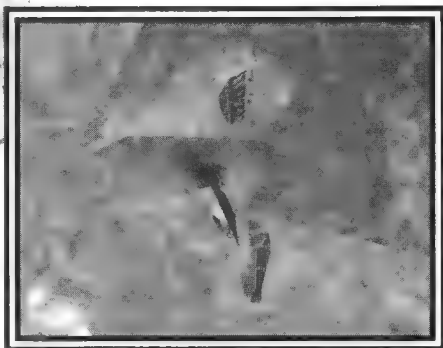


Fig. 5-171. That floor looks a bit unstable. Maybe some brute force will push it over the edge. Looks like that Orc did you a favor; the way to the Throne Room is now open.

When you land, turn around and head out the door behind you (the others just lead back to where you were). Before blundering out, however, use the cover of this doorway and pepper the Crimson Knights who guard the door to the Throne Room area.

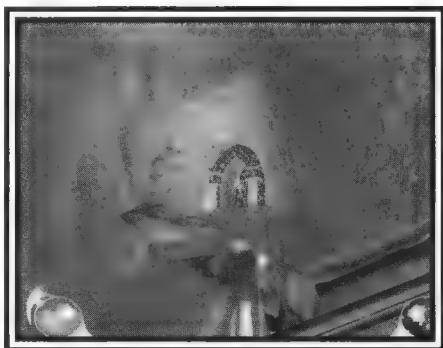


Fig. 5-172. That's where you want to be. Kill the Knight and hop on that elevator to get one step closer to Shilla's Throne Room.

Walk to the elevator to the right of the large, ornate doorway and ride it up to enter the Throne Room area. Now, to find the room itself.



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Note

Secret: Instead of going directly to the elevator, go around the left side of the rock formation. Hidden underneath the ornate doorway are two Health Elixirs, a Potion of Life, and a unique weapon called the Cleaver.



Fig. 5-173. Go left at this point to find the most potent weapon in all of Drakan. It's not the most useful, but it packs the biggest punch.

The Cleaver



- ◆ Armor Piercing: Yes
- ◆ Damage: 40
- ◆ Durability: 150
- ◆ Speed: Slow
- ◆ Range: Medium
- ◆ Secondary Attack: Block

No weapon causes more damage in one stroke than the Cleaver. Unfortunately, it has the disadvantage of most powerful melee weapons: it's slow. What's more, it doesn't compensate for its speed with great length. Still, these are quibbles and only a great fool would leave it behind.

Walk through the door and follow the hallway until it opens into a larger chamber. Break a barrel for a Potion of Life, and walk to the far end of the room.

The door on the left is open and goes to the Throne Room. The door on the right is locked and goes to the loading docks. Guess it's clear where we go next.



Fig. 5-174. Only one way to go for now. Go left, young warrior.

As you emerge in the Throne Room, you see it is well guarded. The sentry is an Elite Ebon Knight, sporting not only a Dark Scimitar (a mighty weapon in its own right) but also the sword Mourn Bringer. Never mind his blistering speed and ability to phase to avoid attack, the Knight's vampiric weapon sucks the life out of you and adds it to his health. Bottom line: Arrows, lots and lots of Arrows from a very long distance.



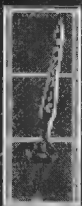
Fig. 5-175. You don't want to get near any Ebon Knight—and certainly not this super-powered one.

Once you strike the Knight, he makes his way over to you to fight you close up. Make sure he never arrives—unless you've got some Invulnerability in your bag.

When you defeat the Ebon Knight, he drops a Potion of Life and Mourn Bringer—you can pretty much throw away everything else. This is *the* weapon.



Mourn Bringer



- ◆ Armor Piercing: Yes
- ◆ Damage: 30
- ◆ Durability: Indestructible
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Secondary Attack: Block

Powerful, armor piercing, fast, long, and it lasts forever. What more could you want in a blade? You can safely toss away all other long weapons for the duration; Mourn Bringer will do just fine. It's not as powerful as many blades, but it has the added benefit of being vampiric. That is, all health taken from your targets is added to you.

Approach the throne. As you get close, Rynn jumps into the massive seat and observes a conversation between Arokh and Shilla via the Throne Room's projection system. You watch in horror as Arokh is shipped out on a boat full of Grimstone as a tribute to Shilla's mysterious "master." You must get on that boat.



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Fig. 5-176. Poor Arokh. Catch that boat before your friend is lost forever.

Get on the Ship with Arokh

Leave the Throne Room and go to the previously locked door to begin your journey to the loading docks.

Wind through the passageway until you reach a large open field housing a War Giant. Unfortunately, you can't proceed until you actually vanquish the War Giant—no stealth tactics will get you by here.

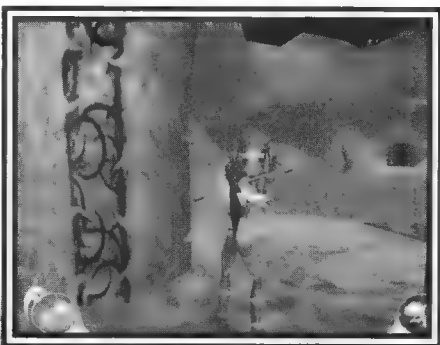
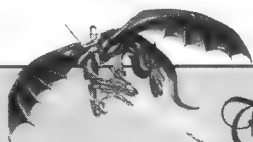


Fig. 5-177. The War Giant must die before you can go on. Find a way to kill him without the aid of your dragon. It's not as hard as you'd think, given the cover available to you.

Caution

Beware the hole in the middle of the field, it's bottomless.

Start by unloading on the War Giant with Arrows from the safety of the doorway. If you have enough Arrows, they'll do the trick. Note that if you venture inside the door, it locks behind you.



Tip

Don't waste Energy Arrows on the War Giant. He doesn't move fast enough to justify using them.

If you run out of Arrows, slug an Invulnerability Potion and finish him off with the Cleaver or another big-hit weapon.

In any event, when the War Giant topples, the door on the opposite end of the clearing opens. Head down the hall and liquidate three large Scavengers.

Through the next door is the dock area. Actually getting on the ship, however, is no picnic.

Your best tactic for getting on the boat is stealth. There are many, many enemies here and fighting the Primitive Giant in this space is difficult. Fortunately, he does do you the favor of killing many of the Orcs as he uses them for ammunition. You can get on the boat by fighting, but it'll take a lot out of you.



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Fig. 5-178. There's a whole legion hanging around this dock. Luckily, when the Giant gets the smell of blood, everyone is just something to throw.

Instead, use an Invisibility Potion to sneak past everyone and just hop onto the ship.



Fig. 5-179. An Invisibility Potion or two and you can walk right by the big fella.

The vallant can stand and fight, as well. Head around the north side of the ship where there are fewer enemies. Pick up a quiver of Arrows (10) and find a safe place to shoot at the Primitive Giant.



Fig. 5-180. This spot in the northeast corner of the dock area is an ideal sniper's nest. There's just enough ship between you and the Giant that he'll find it tough to throw anything at you, but not so much that you can't get several clean shots. Once the Giant is dead, the Orcs clean up easily.

However you do it, the most important thing is to get aboard that ship. Once you do, it sets sail for Volcanic World with you and Arokh on board, almost together again.





Chapter

6

Walkthrough: Volcanic World

Volcanic World

Objectives

- ◆ Get the Rune Key from Queen Shilla
- ◆ Free Arokh
- ◆ Find the Dragon Armor Key
- ◆ Find the Dragon Armor
- ◆ Find the entrance to the Volcano Core
- ◆ Steal the Lava Rune
- ◆ Find Rune Blade



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Items

- ◆ Dark Scimitars
- ◆ Flame Swords
- ◆ Potion of Life
- ◆ Magic Arrows
- ◆ Lightning Axe
- ◆ Great Swords
- ◆ Lightning Crystal
- ◆ Health Elixirs
- ◆ Dragon Armor
- ◆ Invisibility Potion
- ◆ Invulnerability Potion
- ◆ Energy Bow

Enemies

- ◆ Ebon Knight
- ◆ Orcs
- ◆ King Scavenger
- ◆ Queen Shilla
- ◆ Ebon Dragons
- ◆ Skeletal Dragons
- ◆ Death Mages
- ◆ Crimson Knights
- ◆ Grimstone Citadels

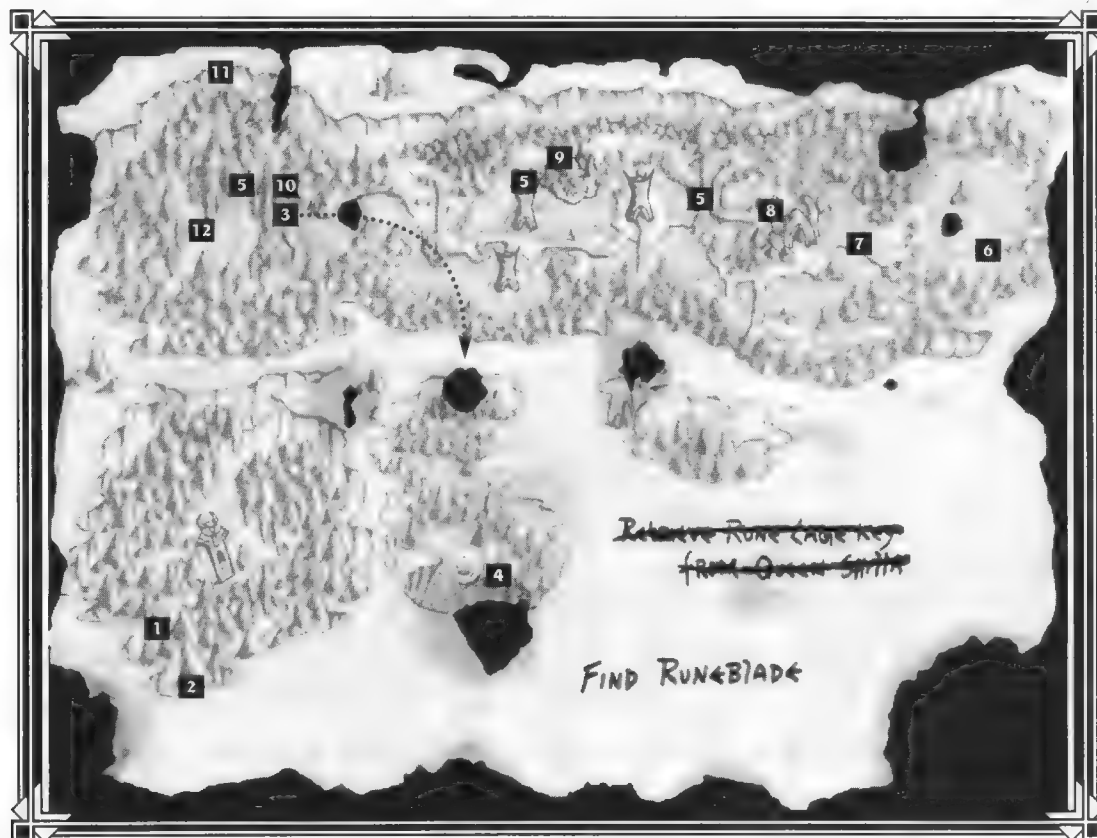


Fig.6-1. Volcanic World.

- | | |
|------------------------|---|
| 1. Blades | 8. Meeting Room (Entrance to Dragon Armored Key Area) |
| 2. Death Mage Domain | 9. Dragon Armor Keep |
| 3. Underground Route | 10. Dragon Gate to Volcano Core |
| 4. Rune Blade | 11. Crater |
| 5. Grimstone Citadel | 12. Entrance to Rift World |
| 6. Start | |
| 7. Meeting Room Bridge | |

Walkthrough

Get the Rune Key from Queen Shilla

Rynn sneaks off the ship to watch a group of Orcs teasing Arokh. They're soon called away to a meeting inside the Volcanic base. When the coast is clear, she creeps out to visit Arokh. He tells her what she must do to free him: get the Rune Key from Queen Shilla.

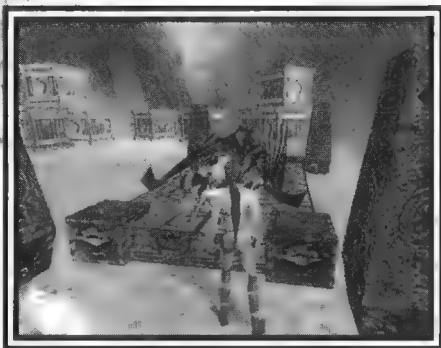


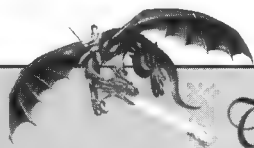
Fig. 6-2. Arokh can't help you while he's stuck in that thing. Your first priority is to free him.

Head west toward the ramp. An Ebon Knight stands on a high platform. Normally, you'd fire on him from below, but his deadly Lightning Spears make that impossible. Rush him and fight from Long Sword's length with Mourn Bringer. Fell the dark warrior and swipe his Dark Scimitar.

Farther up the ramp, two large Orcs guard the door into the complex. They both drop Great Swords.



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Tip

It's very easy to get these two Orcs to fight each other by standing between them.

Pass through the doorway and take down the Ebon Knight in the corridor. He relinquishes a Dark Scimitar.

The next door leads outside to a large bridge to the meeting hall. All looks quiet except for the *gigantic* King Scavenger blocking the way. He's got a heck of a reach, so try to pick him off (or at least soften him up) from a distance.

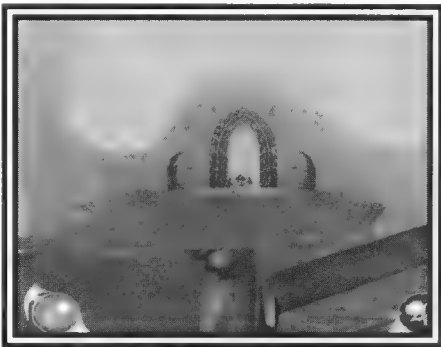


Fig. 6-3. When you hit the King Scavenger, he'll charge you. Concentrate and keep plugging him until he gets into melee range. Switch to your longest-range hand-to-hand weapon.

Continue across the meeting room bridge and try to ignore the Skeletal Dragon patrolling overhead; you're too puny to interest it just now.

Through the doorway, a long corridor leads to the meeting room where Queen Shilla and the disembodied Navaros discuss the Dark Union's plan for Navaros' reincarnation. The dark lord is planning to inhabit the body of none other than Rynn's brother, Delon. The meeting disperses.



Fig. 6-4. Now it's personal. The evil Navaros plans to take up residence in Delon's body. Are you gonna stand for that?

Return to the meeting room bridge and confront the corpulent Queen Shilla. A standoff ensues—a fight is inevitable.



Fig. 6-5. You both want something from the other, and neither of you is budging. It seems you have the upper hand in this fight.



Fig. 6-6. Stay far away from Queen Shilla and unload with several Energy Arrows—she can't elude them and they hit her hard.

Queen Shilla lacks the projectile attack of her subjects, but she has physical attacks that are as repulsive as they are effective. Use your Energy Bow to knock her out of the sky; their tracking and homing power hunt down the Succubus Queen instantly. If you can't seem to find her, move quickly because she's probably over-

head, ready to drop on you. If she comes in close from the front, switch to Mourn Bringer and cut her from close up. Her royal highness should give up the Rune Key easily enough.

As you go to fetch Arokh, a Magma Rune Stone appears on the bridge. What a nice welcome back present that'll be.

Free Arokh

Return to the docks and unlock Arokh's bonds.



Fig. 6-7. You're gonna be back in the saddle again. It's nice to have the old boy back.

Fly up to the door and return to the meeting room bridge. As you emerge, Arokh ascends to absorb the Magma Rune Stone, giving him the most powerful dragon breath available.

Together, Rynn and Arokh realize that they must find Rune Blade and battle Navaros in the Rift realm. First, however, there's a little side quest you might want to pursue before proceeding.

Find the Dragon Armor Key

Cut down the Skeletal Dragon and Ebon Dragon patrolling this area. Next, walk Arokh over to the entrance of the meeting room and leave him there for a while. Descend to the meeting room.

Under the ramps, look for two chests. When they open, look inside for a quiver of Magic Arrows (15), three Health Elixirs, a Potion of Life, and a Lightning Axe.

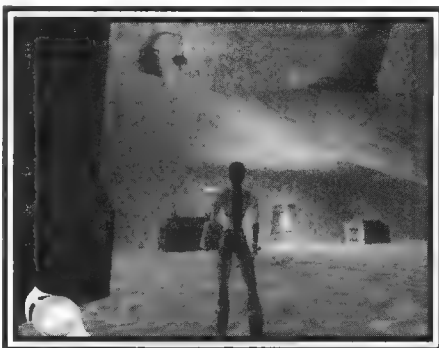


Fig. 6-8. Before you go anywhere, snoop around under the ramps for two trunkloads of useful stuff.

Pass through the doorway on the lower level. Walk slowly to trigger two trap doors ahead of you in the floor. Jump over each as they fall open.



Fig. 6-9. Step slowly so you don't fall victim to one of these trap doors.

At the end of the hall, a large room with two huge spinning blades blocks Rynn's progress. Your goal is to get to the distant ledge to the right (the ledge to the left is your route of return).

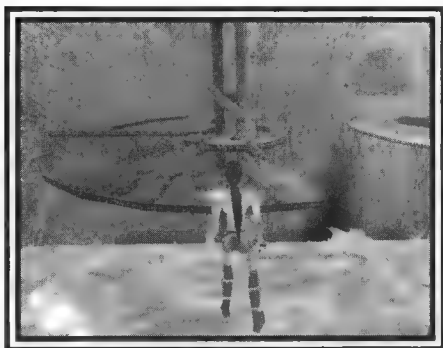


Fig. 6-10. Jump onto this blade when it stops spinning.

Wait for part of the first blade to stop in front of you and jump onto it. You might have to wait a cycle before part of the stopped blade is accessible. Once on the blade, move carefully to the wide end.



Tip

Never jump while the blade is spinning or it might not be there when you land. Better to wait until it stops.

When the wide end of the blade stops close to part of the other blade, jump across quickly. Move to the thin end of the second blade. When that lines up with the ledge on the wall, jump to safety.

Once you're on the ledge, a Crimson Knight attacks. Puncture him and take his Flame Sword.

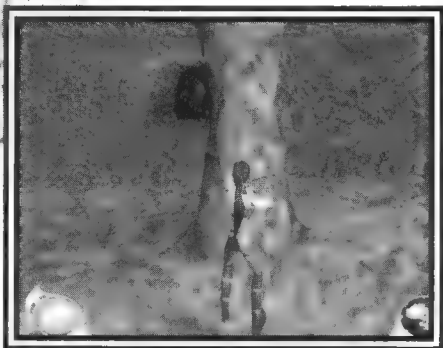
Jump the two gaps ahead, but beware of the flying lava balls—jump when the balls are on their way up.



Fig. 6-11. These lava balls make a simple jump much more difficult.

Before making the second jump, you should probably get rid of the Crimson Knight waiting at your destination. Duck behind the rock column immediately after making the first jump and peek out to fire on him. Take the jump and snag the Knight's Health Elixir.





Dragon Armor Key. Leap back to the ledge and turn left to find a way out of here and back to Arokh.

Fig. 6-12. Take cover to clear your landing field before making this final jump.

Pass through another door, follow the path, and do battle with two Crimson Knights. A Health Elixir and a Flame Sword are your prizes in each fight. A third Crimson Knight awaits after your next jump, and he carries the same payload. Make one final jump and pass through a small doorway.

Jump on the green, glowing platform to get the



Fig. 6-13. No one's going to stop you from taking this key. Head to the door on your left to return to the meeting room.



Fig. 6-14. Exit through the room across the way.

Proceed down the hall. Watch out for the spike trap; time your jump through the spikes and you'll be fine. The next room contains a green pillar that will lift you to the floor above. At the moment, however, it's blocked. I wonder why.



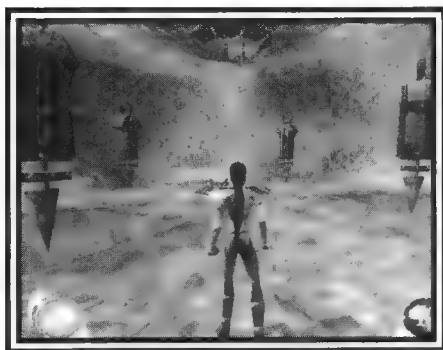
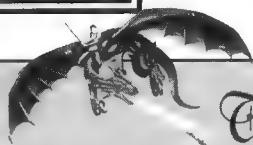


Fig. 6-15. Four caskets, four Death Mages, four times the trouble. Keep your back to the wall and strike anyone who comes close. Stay on the move to avoid the magic skulls.

As you approach the pillar, four Death Mages burst from the floor. Fight off all four, and the ceiling hole opens, allowing you to leave.



Tip

Any forward motion as you enter the elevator beam will send you out of it. You may have to adjust your position as you ascend to get through the hole successfully.

Walk down a long hallway, returning to the blade room. Jump on the moving platform, and back to the blade. Then traverse the ledge and return to the meeting room.

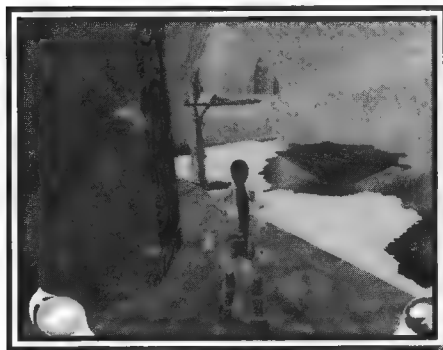


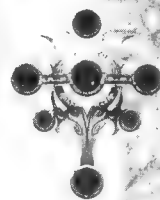
Fig. 6-16. Hop on this platform to get back to the blades.



Tip

Don't forget the trap doors as you go back.

As you return to the meeting room, three Death Mages try to stop your escape. Once you've finished with them, you get a Potion of Life. Climb the ramp and return to Arokh.



Find the Dragon Armor

Immediately, a Skeletal Dragon attacks. Fight him off and head west.

Inspect the area around the meeting hall. An Ebon Dragon should find you soon.

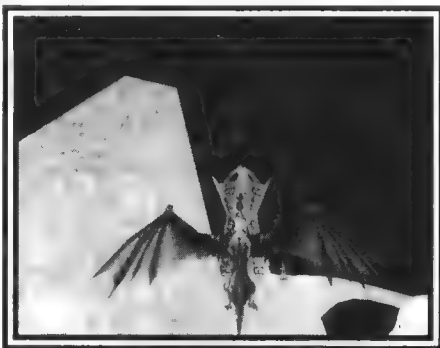


Fig. 6-17. Take down the Grimstone Citadels.

Don't forget to nail the Grimstone Citadels (a bit harder to deactivate in this world) and the Spear-throwing Crimson and Ebon Knights walking the paths along the canyon.

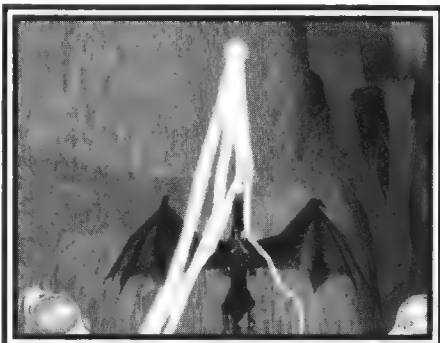


Fig. 6-18. The Ebon Knights are just as dangerous as the Citadels thanks to their Lightning Spears.

Tip

The best way to eliminate the Knights is to fight them up close, not from afar. Fly up just close enough that they put away their Spears and draw their Swords. Now they're sitting ducks. This strategy is especially important with the Ebon Knights, who don't need a direct hit to do damage with the Lightning Spears.

You'll fight two more Ebon Dragons, numerous Knights (many of whom drop blades, so keep your ears open), and another Grimstone Citadel in your quest for the Dragon Armor Keep.

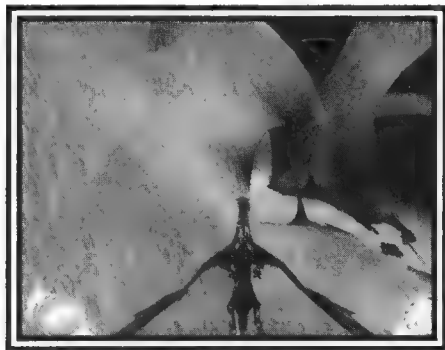


Fig. 6-19. The Dragon Armor lies beyond this doorway.

Along the northern wall, you find it: like the gaping maw of a dragon, cut out of the rock. Unfortunately, a force shield protects the entrance of the Keep. The two doorways above and on either side of the main door allow Rynn entry but not Arokh. Venture inside alone to find a way to let Arokh in.

As you enter either door (they go the same place), fight off a pair of Crimson Knights. Enter the next doorway and follow the hall until it ends at a hole in the floor. Wait for the elevator to arrive and ride it down.



Fig. 6-20. Ride downward to find the energy door deactivator switch.

Defeat the Death Mage guarding the switch. Yank on the switch to open the energy shield and admit Arokh (who flies in automatically).

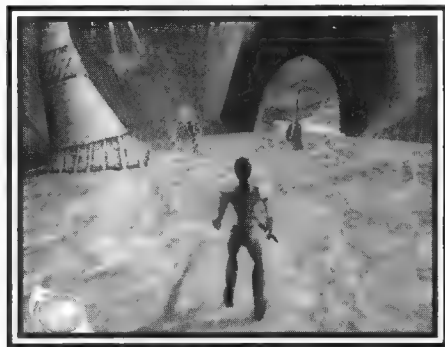


Fig. 6-21. Eliminate the Death Mage so you can open the door for Arokh.

Mount Arokh and head east down a gigantic lava fall. An Ebon Dragon roosts about halfway down.



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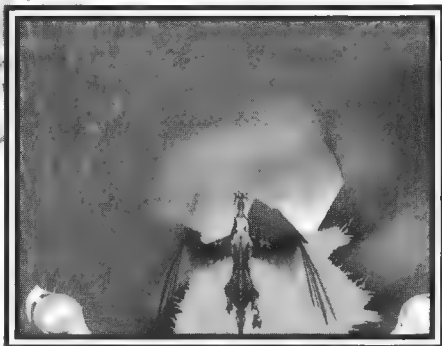


Fig. 6-22. You need to head into the heart of the Volcano to find the Dragon Armor.

At the bottom of the falls, a door hangs over a pool of lava. Land in front of it and insert the Dragon Armor Key into the Rune Stand on the left.

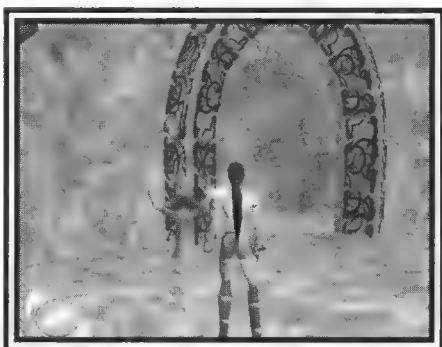


Fig. 6-23. If you haven't gotten the Dragon Armor Key, you won't know what to do here. If you have, pop it in the pedestal and unlock the door.

When the force field clears, traverse the hall to a room with a chest and two Death Mage caskets. Open the chest containing the Dragon Armor, and the Death Mages will converge. Revert them to dust and collect your prize.



Fig. 6-24. The Dragon Armor comes with a price; those caskets are sure to hold Death Mages.

Return to Arokh and leave the Dragon Armor Keep.

Find the Entrance to the Volcano Core

As you exit, an Ebon Dragon greets you rudely.

Proceed west through the canyon to meet two Skeletal Dragons and several more Knights.

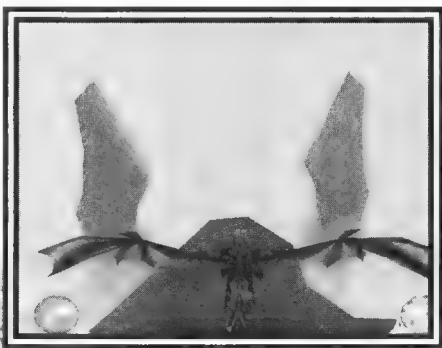


Fig. 6-25. The mouth of the Volcano sits at the western extreme of the canyon.

At the far western end of the canyon, the mouth of the Volcano churns and steams. Down in the mist, the entrance to Rift World is sealed. Only with Rune Blade can you pass through it.

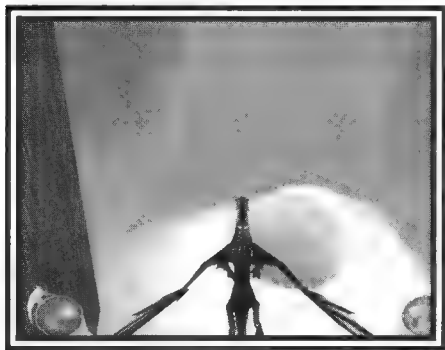


Fig. 6-26. The entrance to Rift World is closed now. Please come back later.

Fly into the crater and do battle with a Skeletal Dragon, an Ebon Dragon, and a Grimstone Citadel.

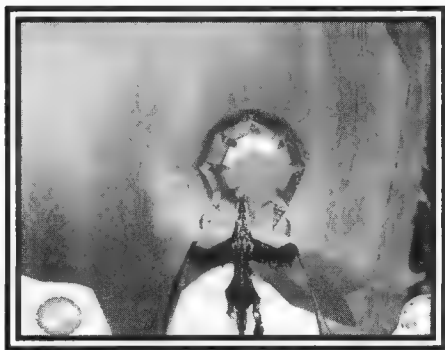


Fig. 6-27. Enter this gate to find Rune Blade.

An Ebon Dragon and an Ebon Knight immediately set upon you as you pass through the Dragon Gate. Give 'em magma and collect the Knight's Dark Scimitar and Invisibility Potion.



Fig. 6-28. Denied again. The way is blocked by a force shield. Land Arokh on the platform opposite the Dragon Gate and hop on the elevator to go it alone.

Deeper in the cave, land on a suspended platform across from a sealed Dragon Gate. Dismount and take the elevator upstairs to find a way to admit Arokh.

Walk forward from the elevator and dispose of an Ebon Knight ahead and another on a platform down

below—both drop Dark Scimitars. Jump to that platform and go through the door.

This platform hangs above a Torture Chamber. Nail the Death Mage below with everything you have (Energy Arrows) so you don't lose track of him, and pound the Ebon Knight with Arrows. Jump down to the Torture Chamber.





Fig. 6-29. Before you hop into the Torture Chamber, kill its custodians.



Tip

Don't forget to pick up the Storage Room Key, it's easy to miss.

The Ebon Knight surrenders a Storage Room Key and a Dark Scimitar. Around the corner, a Crimson Knight lurks and, after a fight, leaves a Flame Sword behind.

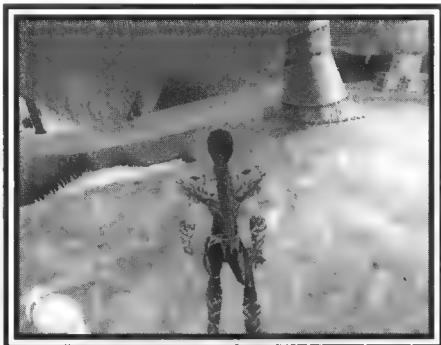


Fig. 6-30. The Storage Room is down this ramp to the left. Make sure you have a key.

A doorway leads out of here, but you should go left first to check out the Storage Room. On your way, a pair of Health Elixirs sits atop a box.

Inside the storage room are three chests. They contain, from right to left, a Lightning Crystal, an Invulnerability Potion, and an Energy Bow and Potion of Life.

Each chest is protected by an Ebon Knight, who tele-

ports in when you open the chest, and leaves behind a Dark Scimitar after you pound him. When you're done shopping, go to the exit door.

Walk across the bridge after you've done battle with an Ebon Knight who drops his signature blade. At the end of the bridge, take the hard-to-see ramp on the right. It leads down to the floor. This time, a Crimson Knight stands in your way and you can loot him for the usual, plus a Potion of Life.



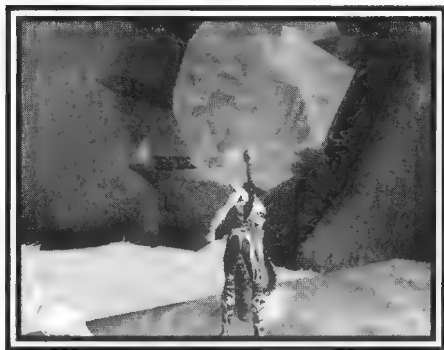


Fig. 6-31. Pull this switch to open the Dragon Gate and gain the help of your dragon.

The next room contains the switch you've been seeking. Pull it to bring Arokh to you. Head toward the massive opening to the south to enter the very heart of the Volcano.

Steal the Lava Rune

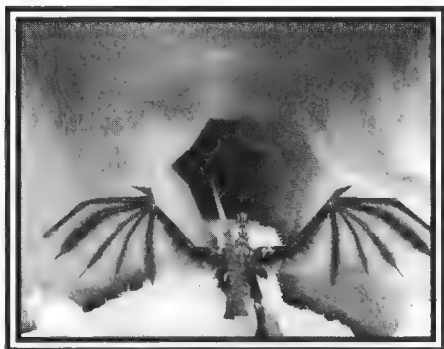


Fig. 6-32. Enter the black hole. Rune Blade awaits.

As you descend, a Skeletal Dragon immediately accosts you. About halfway down, a cave in the wall hosts an Ebon Dragon.

At the bottom of the pit, the area opens and another Ebon Dragon hovers over the lava. Head southwest until you see a large doorway (to the Rune Blade Sanctum). Take note of it, but don't go in just yet. Instead, turn west and fly over the nearby waterfall.



Fig. 6-33. Rune Blade is through that door, but you have an errand to run first.

As you fly over the falls, whip around to pummel the Ebon Dragon lurking overhead. Farther along, a Skeletal Dragon bears down on you.

At the far end of the passage, you come to a large open crater, full of steam. High above (as you face south), an elaborate door marks your next stop.



Fig. 6-34. This crater requires some exploration.



Fig. 6-35. Face south and rise straight up to see the door you must enter.

Alas, you must continue without Arokh. Jump down and head inside. Three Ebon Knights teleport in to defend a room with several columns. Pick up their weapons after the scuffle and enter the door to the right.

The next room is an intersection. The left passage (marked by a Death Mage casket) leads to the Magic Bridge. The right leads to a task you must complete

before heading to the Magic Bridge. Jump over to the right-hand door, but don't get near the Death Mage casket.



Fig. 6-36. Head right for now, and avoid the Death Mage until you have no choice.

Kill the Ebon Knight in the next room, and prepare to ride the screws. Jump on the blade of the right-hand blade and stand in the middle of it. While this blade swings back and forth, the other one screws up and down. When the blades meet, jump to the second blade. Ride it to the top, standing in the middle of the blade, and jump off at the ledge.

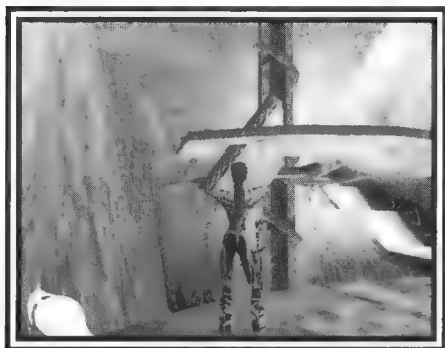


Fig. 6-37. These blades are a little easier to maneuver than the first set.

Follow the hallway to a switch overlooking the Magic Bridge. Pull it and retrace your steps. Rather than riding the blades, jump on the elevator and go back to the Death Mage casket.

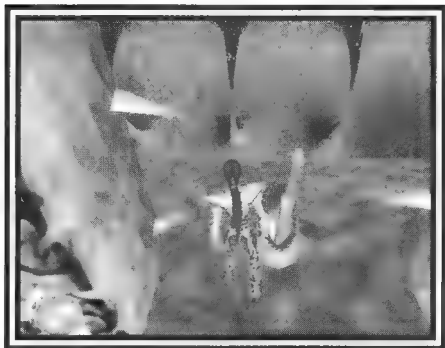


Fig. 6-38. Pull this switch and go back to face the Death Mage.

When you approach the casket, it splits open to release its occupant. Once you defeat this solo Death Mage, jump into the casket to ride it up to the ledge above. As the casket rises and turns, jump out when the corridor appears.



Fig. 6-39. Ever wondered what it feels like to be dead? Me neither.

Walk to the end of the hall. There's a bridge there but you might not know it by looking. The bridge winds elaborately around in this chamber; the only evidence you have of its existence is the particles that fall from the sky and land on the bridge, making it visible. Follow this trail of glitter to the other side.



Fig. 6-40. It takes some faith, and keen eyes, to navigate the Magic Bridge.

Entering the chamber of the Lava Rune is a bit unnerving. You know what's coming. As you reach the center of the room, four Death Mages emerge from their caskets. Beat them all, and the chest opens to present the Lava Rune.



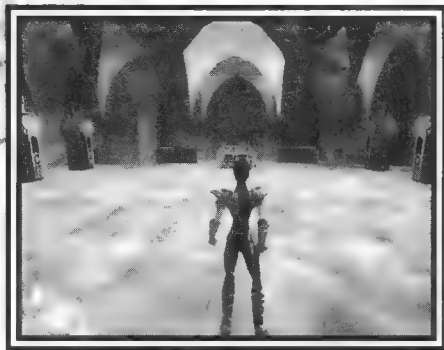


Fig. 6-41. I've got a bad feeling about this.

Kill the three newly arrived Death Mages (two just outside and one later) on your way out and return to Arokh.

Get Rune Blade

Fly Arokh back to the large door of the Rune Blade Sanctum. Go through the door and land as the passage

narrows. At the end, you find the pedestal for the Lava Rune. Dismount and activate the Rune to lower the lava pool.

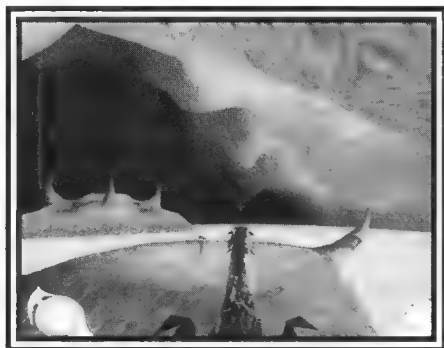


Fig. 6-42. Place the Lava Rune—unless you like skin diving in hot magma!

With the lava drained, you may now access the entrance to the resting place of Rune Blade. Fly Arokh down to the door and venture inside.

Rune Blade is encased in ice on this strange pedestal. To get it, you must melt the ice. To do that, you need to light the brazier (the large dish), move it in front of the archer statue, and fire an arrow through the fire into the ice. Easy, right?

First you must turn the brazier so it's under the hole in the ceiling with no glass (outside light can be seen pouring through it). Go to the switch in the corner of the room and pull it *three* times.

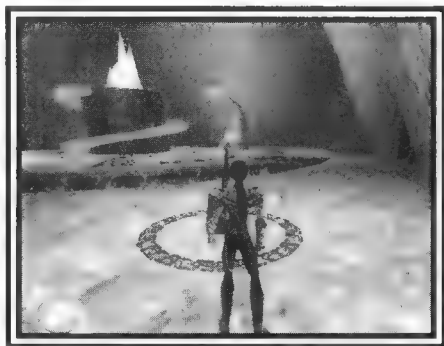


Fig. 6-43. This is what it should look like when you have the brazier in the right position.

Next, run outside, jump on Arokh, and launch a fireball into the hole to light the brazier. This move requires considerable skill and practice, but basically involves hovering right over the hole, ascending straight up, and going into a power dive by pressing Forward and moving your mouse down. It does take a few tries, so don't get frustrated.

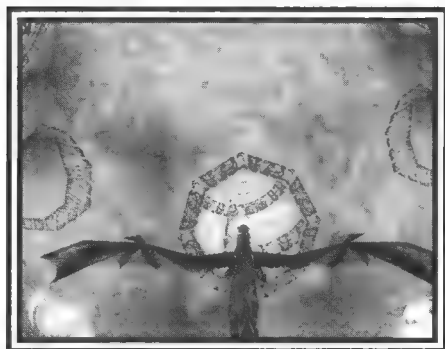


Fig. 6-44. Fire in the hole!

Now, go back inside and pull the rotator switch *three* times to put it between Rune Blade and the archer statue. Walk behind the statue and press the big green button to fire.



Fig. 6-45. Bull's-eye!

Watch as the magical ice melts away. Run to the top and collect the mighty weapon.



Rune Blade



- ◆ Armor Piercing: Yes
- ◆ Damage: 50
- ◆ Durability: Indestructible
- ◆ Speed: Medium
- ◆ Range: Long
- ◆ Secondary Attack: Block

This legendary weapon is the object of much of your quest, and you'll find it just in time to face off with Navaros. You'll need this blade and the Rift Crystal to penetrate the Rift World.



Fig. 6-46. At last.

With Rune Blade in hand, it's time to end all this. Grab Arokh, fly out to the Rift entrance, and dive in.

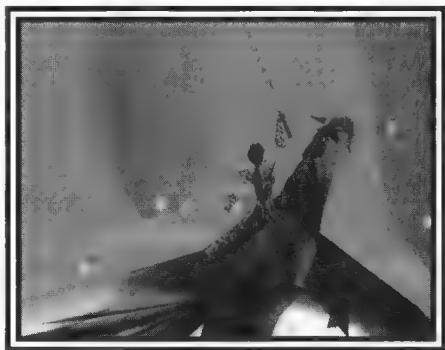
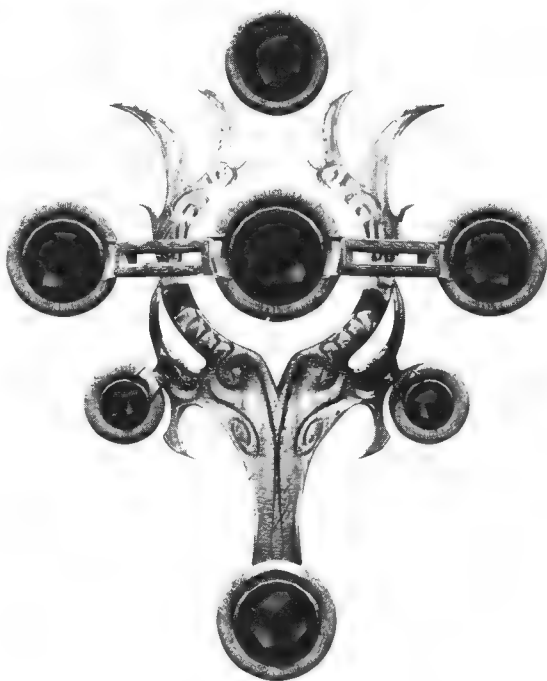



Fig. 6-47. Rynn opens the Rift with Rune Blade and the final battle begins.



A black and white illustration of a mountainous landscape. In the foreground, a river flows through a valley with evergreen trees. In the background, jagged mountains rise against a cloudy sky. Several flying creatures, possibly dragons or pterosaurs, are depicted in flight. One is perched on a mountain peak, another is in the upper right corner, and a third is on the left. The word 'Chapter' is written in a stylized, gothic font across the top left.

Chapter

A large, stylized number 7 inside a square frame. The number is white and set against a dark background. The frame is also dark with a thin white border. The number 7 is positioned in the upper right quadrant of the image.

7

Walkthrough:
Rift
World

The Final Battle

Objectives

- ◆ Kill Navaros

Items

- ◆ None

Enemies

- ◆ Ebon Dragons
- ◆ Evil Delon
- ◆ Navaros



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Walkthrough

You begin hovering in the middle of a large room. *Move!!* There are four Ebon Dragons in the corners of this space who give you about five seconds to move before they all open fire.

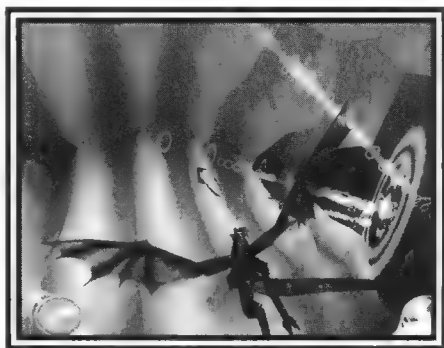


Fig. 7-1. Four on one aren't great odds. It's just not fair to the other dragons.

Once you avoid this initial assault, switch to Magma Breath (or whichever breath you're comfortable using under pressure) and focus on one dragon at a time. You may take some damage from the others, but you'll probably die where you stand if you don't focus your fire. It just works that way.

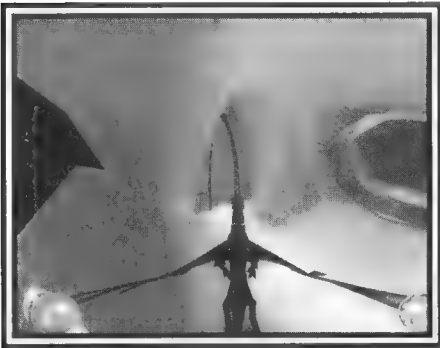


Fig. 7-2. The doors are easy to find if you know what you're looking for.

Once all four foes are toast, search the room for a pair of doors that lead to the level's central area.



Fig. 7-3. These doors slide apart as you approach. Too bad they're not big enough for both of you.

On one side of the arena, there are two places to land high on the wall. When you land, the doors slide open just enough for Rynn to walk through alone.



Fig. 7-4. Rynn on the march.



Fig. 7-5. The horrid ritual.

Trudge up the long path until you cross a bridge and can watch the proceedings. As Rynn gapes in horror, Navaros is reborn in the body of Delon. Rynn attacks the dark lord inhabiting her brother.





Fig. 7-6. Evil Delon is born.

Evil Delon is no child. His various energy beams and clone projection are punishing. Three or four of Delon's strongest attacks are the end of Rynn, even when she's wearing Dragon Armor. If you have an Invulnerability Potion, use it now. There's no tomorrow.

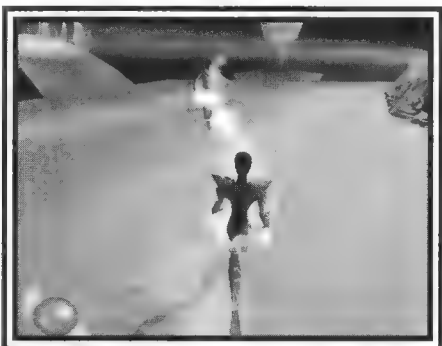


Fig. 7-7. Delon attacking.



Fig. 7-8. Several of Delon's attacks require him to summon energy. He's vulnerable in these moments.

Once you kill Evil Delon, the boy you know returns...briefly. Unfortunately, he's drawn into the vortex of the Rift, and Rynn is powerless to save him.

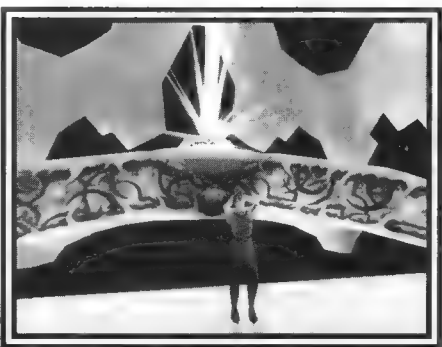


Fig. 7-9. Delon, himself for just a moment.





Fig. 7-10. But it's too late.

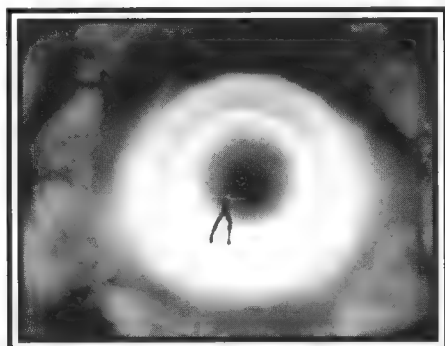


Fig. 7-11. Way too late.

No time to mourn. From out of the vortex comes Navaros in his true form: four ferocious dragon heads. Navaros spits lava and fire, and his hide is completely impervious to attack.



Fig. 7-12. The triple ball attack.



Fig. 7-13. The homing energy attack.

The heads have two kinds of breath attacks: a three-ball blast and a scattering energy attack. The former moves faster and stronger, and the latter is slower and weaker but harder to avoid. Each head also chomps down on you when you come in too close.



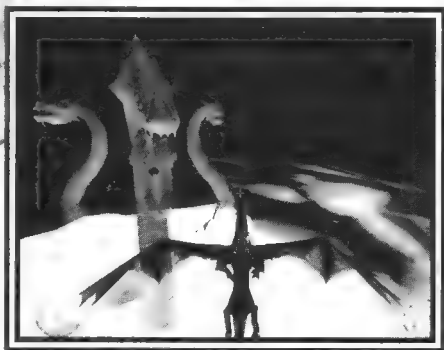


Fig. 7-14. That big mouth will be Navaros' undoing. Target it whenever you see pink.

His only weak spot is in the soft tissue of his four huge mouths. Target this area and fire whenever the mouths open. Often, a hit will put the head on its "heels" and it'll be unable to attack or dodge for a moment. When this happens, move in for the kill.



Fig. 7-15. Putting shots into the dragon's mouth is harder than it looks.



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Fig. 7-16. Once you hit him, however, it's often very easy to get follow-up hits.

Given the exact nature of your task, you might be better off eschewing stronger breaths for the rapid-fire capabilities of the simple Fire Breath. It's a matter of personal style.

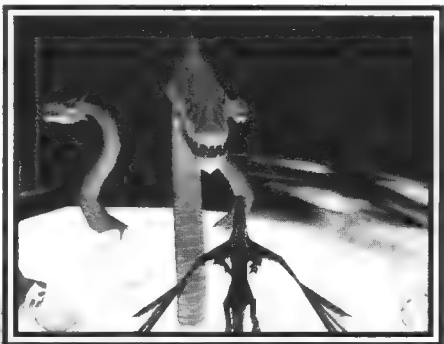


Fig. 7-17. The Magma Breath, activated here, is stronger, but the firing rate may be too slow when you often have only a fleeting moment to land a killing blow.

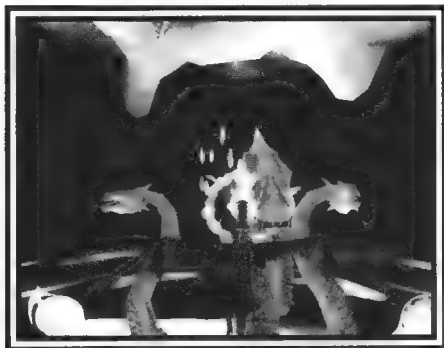


Fig. 7-18. With Fire Breath, your misses become less important and it's hard for Navaros to attack you without exposing himself to at least one shot.

When a head is defeated, it explodes. When all four heads explode, Navaros is finally dead. Right?



Fig. 7-19. When you've worn down one of Navaros' heads, it separates itself violently from his neck.

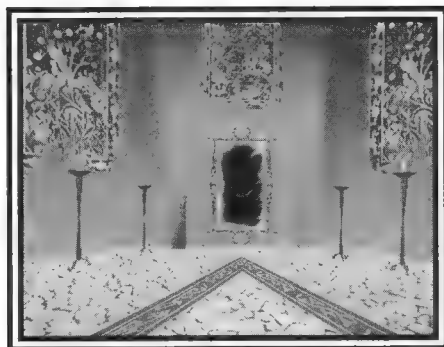


Fig. 7-20. Who's laugh is that? I smell a sequel.

Part Three





DRAGON

Order of the Flame

Prima's Official Strategy Guide

Multiplayer Tips and Strategies



Chapter

8

Multiplayer

Overview

There's no thrill in gaming that matches multiplayer combat. The challenges are more complex, the action more heated, and the stakes much higher. It's not for everyone, but even the best single-player game pales to a multiplayer aficionado.

Almost every game these days has a multiplayer feature, and *Drakan: Order of the Flame* is no exception. No other game, however, has what *Drakan* has: Rynn and flying dragons. Also, few other games can boast that the skills learned in solo-player combat actually carry over to the multiplayer arena. In *Drakan*, they really do.

Consult this section for all the game types, special weapons, and strategies that will keep you alive and on top in human-to-human combat in the marvelous world of *Drakan*.

A Note for Beginners

Multiplayer can be a frustrating experience for beginners: the society seems very closed and you'll almost invariably be outclassed for a while by players more experienced in your game in particular and online games in general. Don't worry. Take the advice given here, but also have a little patience and stick with it. That combination will more quickly transfer you from the sometimes unpleasant introduction period to the fun period (it does exist, I promise).

General Strategies

No matter the game type or your personal style, there are a few principles that apply to any multiplayer match.

- ◆ Know the maps. Play solo multiplayer games (hosting them locally on your computer doesn't even require you to be connected to a network or the Internet) and get to know the maps before venturing online. Learn the layout, connections, and hidden places on each map and learn several ways to get to each important place.
- ◆ Learn to play *fast*. The only things solo *Drakan* games can't teach you are how to play at multiplayer speed and without do-overs. Practice by setting skill levels too high and wandering into large groups of enemies. Also, play a solo level or two without saving.
- ◆ You can't consult the book. When playing against live competition, this book won't help you. It can help you *prepare*, but it's useless in the heat of battle. Even having a map is no substitute for knowing the levels—a baseline requirement for any competent player. I'll tell you what's there and how to play, but otherwise you're on your own.
- ◆ As in solo player, know your controls well. There's no time to fumble.
- ◆ Seek out players of your own level in chatrooms and newsgroups or among your real-world friends. Players of all levels benefit from appropriate challenges. Good players will atrophy playing weaker competition, and novices will be overwhelmed and frustrated playing above their heads.



Game Types

Multiplayer *Drakan* comes in three flavors: air combat, ground combat, and Master of the Dragon. Each has its own unique strategies and objectives.

Air Combat

No Rynn, just dragons. Air combat puts you in wide-open arenas with only other dragons, life power-ups, and Breath Runes to keep you company. Like ground combat, air combat is pure deathmatch, but—unlike its counterpart—it tests your dragon fighting skills. Strafing, diving, and rolling all come into play as you battle in these complex, open arenas. In these games, the object is to have the most kills by the end of the allotted time (if there's a time limit) or to get the required number of kills if a kill limit is set.



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Ground Combat

No dragons here, just lots of Rynns and a supply of wicked multiplayer-only weapons not seen in the single-player game. Ground games require instinctive familiarity with the arena and mastery of basic and advanced fighting skills.

In these games, the object is to have the most kills by the end of the allotted time (if there's a time limit) or to get the required number of kills if a kill limit is set. Use your fighting skills and the available weaponry to defeat each of your human counterparts in full-on, hand-to-hand combat.

Master of the Dragon (MOD)

It's like King of the Hill—if the hill could fly and kill people. All players inhabit an arena with one dragon and several players who must battle for the right to control it. Players may fight each other on the ground or go after the player on the dragon; all kills count the same. Being on dragonback, though, is a huge advantage.



Fig. 8-1. The Dragon Soul Crystal

To ride the dragon, you must find the Dragon Soul Crystal, a golden scepter with a green dragon head on top. Each MOD level has a single Dragon Soul Crystal hidden in a fixed place. If you nab it, you are instantly transferred to dragonback. If the Dragon Player (as indicated by a dragon icon in the score display) accidentally kills herself, the Soul Crystal returns to its original place and the dragon is again up for grabs. If a player kills the Dragon Player they gain control of the dragon.

The Dragon Player dies if she or the dragon is killed. Thus, a good strategy involves killing the dragon when the owner isn't around. Often, the Dragon Player must hop off to fetch a weapon or lure players out of safety. If you come across an unattended dragon, get behind it (so it can't breathe on you) and fire away—if you succeed, the player will die no matter where she is.

The best weapon against the Dragon Player is the Bow, Dragon Strife. It comes with homing Energy Arrows that inflict massive damage. Find a sniping post with a clear shot to deprive the Dragon Player of her life.

Remember that all kills count the same, so you don't always have to go after the Dragon Player. However, the player who has the dragon for most of the game is usually the winner.

Hopping on and off the dragon affects the Dragon Player's health. In MOD the dragon's health is separate from the Dragon Player's health. Using a health potion will NOT increase the dragon's health.

An unattended dragon will defend itself both when it's owned and when it's unclaimed. Stay away from the business end of the dragon at all times. You can use this tendency as a strategy. If you want to deny the dragon to your opponents and you're good at hand-to-hand, claim the dragon, leave him pointed at the location of the Dragon Soul Crystal, and go out and play hand-to-hand combat. If you die, it'll be very hard for anyone else to claim the dragon.

Arenas

Each type of game has its own multiplayer-only arenas. The following section gives general descriptions of each and listings of available power-ups. If an arena is elevated, it means that a fall off the edge results in instant death.

Air Arenas

Grotto of Death

- ◆ Ice Breath
- ◆ Lifeforce
- ◆ Poison Breath
- ◆ Invulnerability
- ◆ Magma Breath

The Grotto is a mostly closed, tunnel-ridden environment. Several ceiling holes allow combat in the mists above the arena. Several Lifeforce charges reside up high.

Alwarren of Death

- ◆ Ice Breath
- ◆ Lifeforce
- ◆ Poison Breath
- ◆ Invulnerability
- ◆ Magma Breath

Very similar to the Grotto, this arena is mostly enclosed with a large area above. The Magma Rune is hidden in a cave in the upper part of the arena.

Arena of Death

- ◆ Ice Breath
- ◆ Lifeforce
- ◆ Poison Breath
- ◆ Invulnerability
- ◆ Magma Breath

This is a wide-open arena with several rocky structures for duck-and-fire combat. Breaths are located inside holes in the rock rings.



Nemesis

- ◆ Ice Breath
- ◆ Invulnerability
- ◆ Poison Breath

This large, elevated arena allows combat outside and inside a very tight space. Four entrances converge in the middle and breaths are very precious. Like the Sanctuary level (see below), there are no Lifeforce charges here.

Ground Arenas

Hill of Fire



Fig. 8-2. Grab this crystal in the center of the arena to send a ring of fire out to all your friends and foes.

- | | |
|------------------------|------------------|
| ◆ Axe | ◆ Life Crystal |
| ◆ Crypt of Defense | ◆ Life Giver |
| ◆ Frost Axe | ◆ Speed Potion |
| ◆ Health Wisps | ◆ Soul Taker |
| ◆ Greater Life Crystal | ◆ Thunder Hammer |

The Hill of Fire is a small arena with no place to hide and one really cool feature. If you jump from any of the four ledges to the center hill and grab the crystal there, a wave of fire spreads through the whole arena. Play this arena with one eye on the hill at all times.

Sanctuary

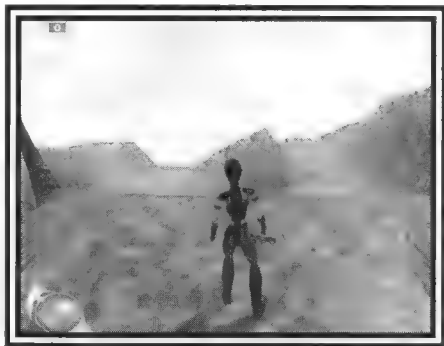


Fig. 8-3. A view from the top of the center.

- | | |
|---------------------|---------------------------|
| ◆ Axe | ◆ Maul |
| ◆ Banded Armor | ◆ Rune of Invulnerability |
| ◆ Cutlass | ◆ Speed Potion |
| ◆ Dreadnought Minor | ◆ Thunder Hammer |
| ◆ Ground Pounder | ◆ Ugly Stick |

This very small, elevated arena has item generators around the perimeter and a four-way intersection in the middle. A respawn point in the center of the arena (atop the structure) offers the Dreadnought. There are no health items in this arena but the green mist will slowly regenerate health if you stand in it.

Relic

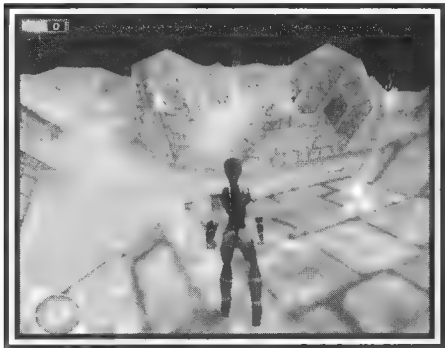


Fig. 8-4. A view from one of the corners.

- | | |
|------------------------|---------------------------|
| ◆ Axe of Fire | ◆ Life Giver |
| ◆ Banded Armor | ◆ Plate Mail |
| ◆ Dreadnought Minor | ◆ Ring of Invisibility |
| ◆ Frost Axe | ◆ Soul Taker |
| ◆ Health Wisps | ◆ Speed Potion |
| ◆ Greater Life Crystal | ◆ Dragon Armor |
| ◆ Life Crystal | ◆ Rune of Invulnerability |

This small, enclosed arena is rich with weapons and health. A rare respawn point in the middle of the area gives you Dreadnought.

Master of the Dragon Arenas

Rise to Power

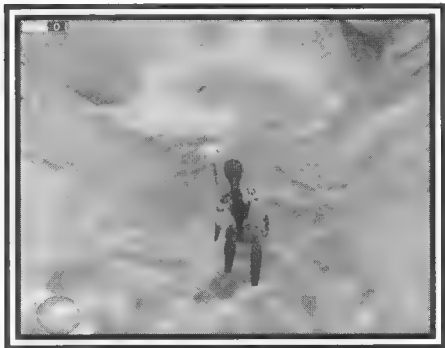


Fig. 8-5. Location of the Dragon Wand

- | | |
|------------------------|---------------------------|
| ◆ Axe of Fire | ◆ Magma Breath |
| ◆ Dragon Strife | ◆ Maul |
| ◆ Frost Axe | ◆ Plate Mail |
| ◆ Greater Life Crystal | ◆ Ring of Invisibility |
| ◆ Ground Pounder | ◆ Rune of Invulnerability |
| ◆ Life Crystal | |

This elevated arena has a central domed room, an external area, and numerous tunnels leading inside and out. The Dragon Wand and two Dragon Strife Bows are found by following rocky paths to the top of the arena.

Volcano of Death



Fig. 8-6. Location of the Dragon Wand

- | | |
|------------------------|---------------------------|
| ◆ Axe of Fire | ◆ Maul |
| ◆ Dragon Strife | ◆ Plate Mail |
| ◆ Greater Life Crystal | ◆ Ring of Invisibility |
| ◆ Katana | ◆ Ring of Invulnerability |
| ◆ Life Crystal | ◆ Soul Taker |
| ◆ Life Giver | ◆ Speed Potion |
| ◆ Magma Breath | |

This is a large, elevated arena with rings of lava around the outside. The Dragon Wand can be found outside a Succubus doorway in the upper portion of the arena (right next to the dragon's original location).

Island of Death

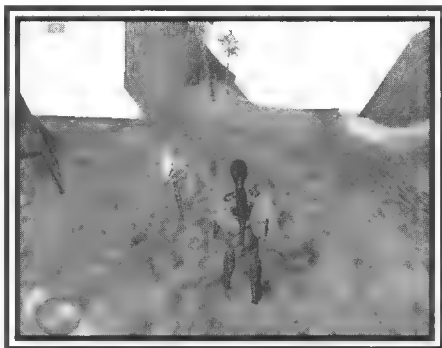


Fig. 8-7. Location of the Dragon Wand.

- | | |
|------------------------|---------------------------|
| ◆ Dragon Strife | ◆ Plate Mail |
| ◆ Frost Axe | ◆ Ring of Invisibility |
| ◆ Greater Life Crystal | ◆ Rune of Invulnerability |
| ◆ Ground Pounder | ◆ Soul Taker |
| ◆ Life Crystal | ◆ Speed Potion |
| ◆ Magma Breath | |

This tall, elevated arena has many places to hide and several towers from which to snipe. The Dragon Wand is located in one of the towers atop the island, right near Dragon Strife and the staring point for the dragon himself.

Multiplayer Weapons and Items

None of the weapons or items in multiplayer *Drakan* appeared in the solo-play experience. Some have rough equivalents, but most are new experiences. Dragon breaths are the same as in solo play.

Items

Life Crystals

Small red crystals that add small amounts your health. Must be activated from your Inventory or by pressing the Health key. Found in ground combat and MOD only.

Greater Life Crystals

Larger blue crystals that add more substantial amounts to health. Must be activated from your Inventory or by pressing the Health key. Found in ground combat and MOD only.

Health Wisps

These clouds of light restore a portion of your health whenever you walk through one. Found in ground combat and MOD only.

Lifeforce

These red, floating orbs restore dragons to full health. They look just like the ones in the solo play and only appear in air combat levels.

Ring of Invisibility

Like the Invisibility Potion, this ring renders Rynn invisible to other players for a short time. It doesn't make your dragon invisible. Found in ground combat and MOD only.

Rune of Invulnerability

This Rune is a brown shard of stone that makes you and your dragon invulnerable. It works in both ground and air combat, but doesn't protect the dragon in MOD games.

Speed Potion

When consumed, these green vials allow you to move for a time at increased speed. Found in ground combat and MOD only.



Weapons

No weapon has full durability. If you collect several of the same weapon, each pickup increases the life of the weapon. A weapon at full durability won't benefit from additional pickups—but picking them up denies them to others. When a player dies, her weapons are dropped at the site of her demise.

Axe

- ◆ Damage: 20
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 75
- ◆ Speed/Length: Medium/Long
- ◆ Special: None

Axe of Fire

- ◆ Damage: 25
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 60
- ◆ Speed/Length: Medium/Long
- ◆ Special: Fire Spells

Crypt of Defense

- ◆ Damage: 40
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 60
- ◆ Speed/Length: Medium/Medium
- ◆ Special: Death Globe

Cutlass

- ◆ Damage: 17
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 75
- ◆ Speed/Length: Medium/Long
- ◆ Special: None

Dragon Strife (Bow)

- ◆ Damage: 75
- ◆ Armor Piercing: No
- ◆ Maximum Durability: Indestructible
- ◆ Speed/Length: N/A
- ◆ Special: Homing

Dreadnought Minor

- ◆ Damage: 80
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 10
- ◆ Speed/Length: Slow/Long
- ◆ Special: Only available on respawn

Frost Axe

- ◆ Damage: 20
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 60
- ◆ Speed/Length: Medium/Long
- ◆ Special: Ice Spells

Ground Pounder (Bow)

- ◆ Damage: 5
- ◆ Armor Piercing: No
- ◆ Maximum Durability: Indestructible
- ◆ Speed/Length: N/A
- ◆ Special: Homing

Katana

- ◆ Damage: 15
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 75
- ◆ Speed/Length: Fast/Long
- ◆ Special: None

Life Giver

- ◆ Damage: 25
- ◆ Armor Piercing: Yes
- ◆ Maximum Durability: 90
- ◆ Speed/Length: Fast/Long
- ◆ Special: None
- ◆ A successful hit gives you back half the damage in health



Maul

- ◆ Damage: 21
- ◆ Armor Piercing: No
- ◆ Maximum Durability: 75
- ◆ Speed/Length: Medium/Long
- ◆ Special: None

Soul Taker

- ◆ Damage: 40
- ◆ Armor Piercing: Yes
- ◆ Maximum Durability: 90
- ◆ Speed/Length: Fast/Long
- ◆ Special: None

Thunder Hammer

- ◆ Damage: 30
- ◆ Armor Piercing: Yes
- ◆ Maximum Durability: 60
- ◆ Speed/Length: Medium/Long
- ◆ Special: Lightning Spells
- ◆ Does 10% of the damage delivered to you

Ugly Stick

- ◆ Damage: 10
- ◆ Armor Piercing: No
- ◆ Maximum Durability: Indestructible
- ◆ Speed/Length: Fast/Short
- ◆ Special: None

Dragon Breaths

Breaths are identical to those in solo play, though not all breaths are available in multi-play. One Breath Rune gives the finder unlimited use (limited by the Breath Power indicator) until death. Available breaths are:

- ◆ Fire (by default)
- ◆ Ice
- ◆ Poison
- ◆ Magma



Part Four





DRAKAN

Order of the Flame

Prima's Official Strategy Guide

Tables

A detailed black and white illustration of a fantasy landscape. In the foreground, a calm lake reflects the surrounding scenery. The middle ground is filled with jagged, snow-capped mountains and clusters of evergreen trees. Several flying creatures, including birds and a dragon-like creature, are scattered across the sky. The overall atmosphere is serene yet majestic.

Chapter

9

Weapons

Chapter 9: Weapons

Table 9-1. Melee Weapons

Name	Armor Piercing	Damage	Durability	Speed	Range	Secondary Attack
Ancient Long Sword	No	15	150	Medium	Medium	Block
Atimar's Blade	No	5	Indestructible	Fast	Short	Block
Axe of Fire	No	25	60	Medium	Long	Fire Spells
Axe of the Order	Yes	30	150	Medium	Medium	Block
Axe	No	20	75	Medium	Long	Block
Battle Axe	No	25	150	Slow	Medium	Block
Battle Hammer	No	30	150	Slow	Long	Block
Cleaver	Yes	40	150	Slow	Medium	Block
Club	No	7	25	Medium	Medium	Block
Crypt of Defense	No	40	60	Medium	Medium	Defense Spells
Cutlass	No	17	75	Medium	Long	Block
Dark Scimitar	Yes	20	30	Medium	Long	Block
Death Mace	No	15	150	Fast	Medium	Block
Dreadnought Minor	No	80	10	Slow	Long	Block
Flame Sword	Yes	20	30	Medium	Long	Block
Frost Axe	No	20	60	Medium	Long	Ice Spells
Giant Slayer	Yes	25	75	Medium	Long	Block
Grungel's Hammer	Yes	35	75	Slow	Long	Block
Ice Hammer	No	35	150	Slow	Long	Ice Spells
Iron Battle Axe	No	25	50	Slow	Medium	Block
Iron Hammer	No	15	25	Slow	Long	Block
John the Monster's Axe	No	25	12	Slow	Medium	Block
Katana	No	15	75	Fast	Long	Block
Life Giver	Yes	25	90	Fast	Long	Block
Lightning Axe	No	30	150	Slow	Long	Electric Spells
Long Sword	No	15	150	Medium	Medium	Block
Mace	No	10	100	Medium	Medium	Block
Mace of the Hand	Yes	20	150	Medium	Medium	Block
Maul	No	21	75	Medium	Long	Block
Mithril Axe	Yes	30	150	Small	Medium	Block
Mithril Great Sword	Yes	25	150	Medium	Long	Block
Mithril Hammer	No	35	150	Slow	Long	Block
Mithril Long Sword	Yes	15	150	Medium	Medium	Block
Mithril Mace	Yes	20	150	Medium	Medium	Block
Mithril Short Sword	Yes	10	100	Fast	Short	Block
Mourn Bringer	Yes	30	Indestructible	Medium	Long	Block
Rune Blade	Yes	50	Indestructible	Medium	Long	Block
Rusty Axe	No	12	35	Slow	Medium	Block
Scimitar	No	10	100	Fast	Short	Block



Table 9-1. Melee Weapons (con't.)

Name	Armor Piercing	Damage	Durability	Speed	Range	Secondary Attack
Short Sword	No	5	100	Fast	Short	Block
Soul Taker	Yes	40	90	Fast	Long	Block
Speed Scimitar	No	15	150	Fast	Slow	Block
Sting	Yes	30	25	Fast	Short	Block
Sword of Flame	Yes	20	30	Medium	Long	Fire Spells
Sword of Ice	Yes	15	150	Slow	Long	Ice Spells
Sword of Resentment	Yes	35	75	Fast	Short	Block
Thunder Hammer	Yes	30	75	Medium	Long	Lightning Spells
Ugly Stick	No	10	Indestructible	Fast	Slow	Block
Vykruta's Axe	No	40	42	Slow	Long	Lightning Spells
Worn Long Sword	No	15	30	Medium	Medium	Block
Worn Mace	No	10	42	Medium	Medium	Block

Table 9-2. Bows

Name	Durability	Rate of Fire	Arrow Types
Dragon Strife	Indestructible	Normal	Energy (75)
Ground Pounder	Indestructible	Normal	Energy (5)
Long Bow	75	Normal	All
Heavy Bow	150	Normal	All
Speed Bow	75	High	All
Energy Bow	50	Normal	Energy Arrows

Table 9-3. Arrows

Name	Damage	Special Attribute
Standard Arrows	10	None
Poison Gas Arrow	10	Residual Poison Damage
Flame Arrows	15	Residual Flame Damage
Freeze Arrows	15	Freezing
Magic Arrows	15	None
Explosive Arrows	25	Splash Damage
Energy Arrows	25	Homing

Table 9-4. Crystals

Name	Damage	Residual Damage
Fire	10/sec.	Fire
Ice	5/sec.	Freeze
Lightning	1–100	None

Table 9-5. Armor

Name	Rating	Durability
Leather Armor	0	30
Studded Leather Armor	10	100
Chain Mail	20	100
Banded Armor	25	60
Scale Mail	30	100
Plate Mail	60	100
Dragon Armor	75	100

Table 9-6. Dragon Breath

Name	Damage	Rate of Fire (per sec.)	Energy	Residual Damage	Special
Fire, Primary	15	0.3	5	Fire	None
Fire, Secondary	1	Cont.	25	Fire	Continuous Fire
Poison, Primary	5	0.75	15	Poison	None
Poison, Secondary	5	1	35	Poison	Bouncing
Ice, Primary	30	1	20	Freeze	Multiple
Ice, Secondary	15/10/10	0.6	25	Freeze	Homing
Lightning, Primary	40	0.75	25	None	Homing
Lightning, Secondary	10/strike	0.75	40	None	Homing
Magma, Primary	75	1	30	Fire	Proximity
Magma, Secondary	225	.5	60	Fire	Multiple





Chapter

10

Enemies

Table 10-1. Ground Enemies

Name	HP	Attack Rate (per sec.)	Attack Type	Attack Damage
Crimson Knight	200	1.3	Melee, Projectile	20+
Death Mage	75	.75	Projectile	15–20
Drone	10	0.25	Physical	5
Ebon Knight	275	1.4	Melee, Projectile	20
Goblin	40–50	0.8–1	Melee, Projectile	5–25
Orc	20–25	0.8–1	Melee	15
Primitive Giant	250	0.9	Physical	Variable
Spider	15	1	Physical	7
Succubus	50	1.5	Melee, Projectile	5–10
Tick	50	1.5	Physical	32
War Giant	450	0.8	Melee, Physical, Projectile	100
Wartock	45–75	1	Melee	45–75



Table 10-2. Monster Weapons

Name	Damage	Armor Piercing	Usable by Rynn	Special
Dark Scimitar	20	Yes	Yes	Vampiric
Flame Sword	20	Yes	Yes	Fire
Flaming Spear	15	No	No	Fire, Splash
Giants Axe	100	No	No	None
Goblin Blade	8	No	No	None
Lightning Spear	5/strike	Yes	No	Lightning
Orc's Club	15	No	No	None
Wartock Axe	20	No	No	None
Wartock Mace	25	No	No	None

Table 10-3. Dragons

Name	HP	Attack Rate (per sec.)	Attack Damage	Breath
Crow Dragon	150	.05	15	Poison
Crimson Dragon	175	0.6	20	Ice
Ebon Dragon	225	0.5	20	Ice
Skeletal Dragon	275	2	10	Grimstone

Table 104. Ground-to-Air Weapons

Name	HP	Attack Rate	Attack Damage
Ballista	45	0.75–2	15
Grimstone Citadel	50	0.75	20

Table 10-5. Unique Enemies and Bosses

Name	HP	Attack Rate	Primary Attack Damage	Secondary Attack Damage	Level
Elite Ebon Knight	250	0.7	30	None	9
Evil Delon	500	.025	30	40	11
Forge Wartock Captain	150	1	20	None	2
King Scavenger	350	0.8	35	None	10
Navaros	250 x 4	0.50–0.75	20–75	—	11
Orc Strongman	250	0.8	35	0	9
Poison Crow Dragon	200	0.5	15	None	2
Queen Shilla	300	0.8	20	20	10
Tultol	500	0.25	100	35+25 (Lightning)	6
Werokh	350	0.75	30	None	4

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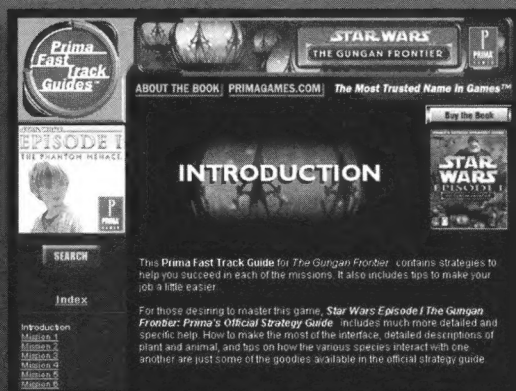


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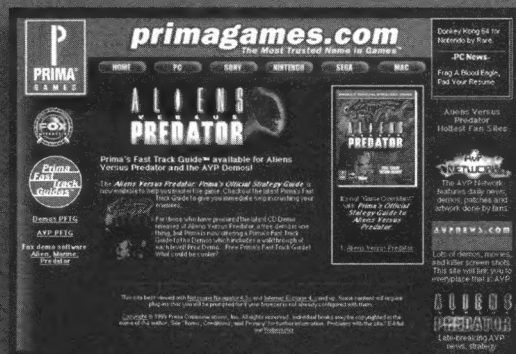
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